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Castlevania II for Game Boy

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Arcus Odyssey

Bonk's Revenge

An IDG Communications Publication

Volume 3, Number 9

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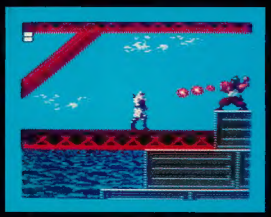
SHINOBI

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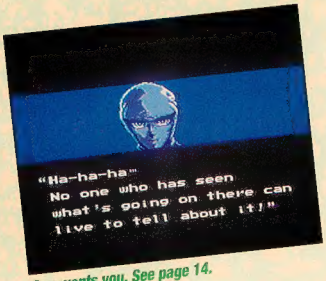

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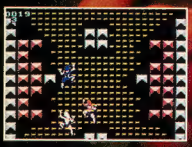

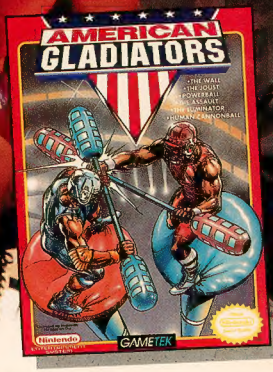

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The "New" That's Fit to Print

By The GamePros

What's new? Plenty!!!

You should already know that GamePro's on TV this month. On September 28 in fact, we debut at 100 stations around the country. See page 17. GamePro TV belongs to the same folks that do American Gladiators. The Gladiators play rough, so we thought we'd feature them on the cover before they tore up the place. Moreover Gametek's packed them into an NES cart; we've got a preview.

You're probably curious about what we saw at the Summer Consumer Electronics Show (CES). In fact there's so much stuff coming your way this Christmas that we can't fit all the systems coverage in one issue!

Is the NES facing extinction? No way!!! Check out this issue's list of carts to come. Then scrutinize the ProReviews covering Tecmo's Ninja Gaiden III, Taito's Rainbow Islands, and Meldac's Zombie Nation.

There was outrageous looking SNES stuff at CES; we're playing them now, but here's a preview of Capcom's Ghouls 'n Ghosts.

But can the Genesis steal the SNES's 16-bit thunder? They've got the games to do it! We were impressed with Renovation's Arcus Odyssey and Electronic Arts' Faery Tale Adventure at CES, but check out the ProReviews and call your shot. Now we all know those are just two of the hot Genesis carts around. The hottest of the hot could be Sega's own ToeJam and Earl (see Short ProShots) even as speedy little Sonic the Hedgehog tries to run rings around Mario.

Got a feeling Sega isn't standing still? In fact, it plans to spin into CDs in a big way. Check out the Cutting Edge.

But don't underestimate the TurboGrafx-16! Check out Bonk's Revenge in this issue; it's a winner on any system.

Hand-held games? Castlevania II for the Game Boy, Shinobi for the Game Gear, and A.P.B. for the Lynx are hot.

Okay what's new with you? Drop us a line!

Graphics: Judges the cart's pix, animation, and artistic design; **Sound:** 5 = Turn up the volume! 1 = Noise pollution; **Gameplay:** Rates how smoothly the game's command interface and controller functions translate into onscreen action and fun; **FunFactor:** Here's the bottom line: Is it fun? **Challenge:** Rates the computer's smarts and game skills, but remember a low rating here isn't necessarily bad and vice versa. See Graphics, Sound, Gameplay, and especially FunFactor.

Oops...

Here's a correction to the Super NES Games listing in the August issue. HAL America's Hole-in-One Golf is due out in September and HyperZone is due in October.

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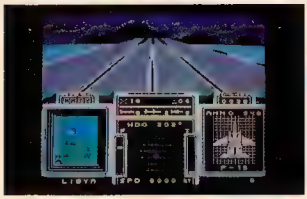

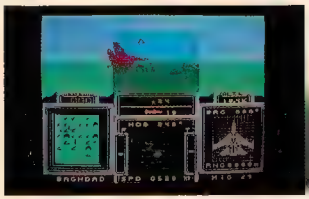

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A Genesis Advocate

I know that Nintendo and Sega are trying to duke it out for the number one spot in the 16-bit area of the video gaming industry and, well, my personal feelings are that I like the Genesis better. I feel that the performance and quality of the Super NES has been overexaggerated. Does this world really need another 16-bit system on the market? You say the SNES can produce sounds unheard of from other systems. Well, the SNES only has eight channels of stereo sound with voice sampling, while the Genesis has a whopping nine-channel stereo sound and voice sampling. The Super NES does generate large sprites, but what's the point of having all those great big graphics when it doesn't have the megahertz to move them quickly?! Gradius III was a perfect example of this atrocity. This is a serious subject to me, and I'm hoping that you won't overdo it with the SNES reviews and continue to give the Genesis the recognition that it deserves!

Carl Rizzo, Bergenfield, NJ

Mega Drive Maniac

I've read another magazine for over a year, but once I bought a copy of GamePro I decided to dump it and subscribe to GamePro. You have the best magazine on the market. One thing you could do to make it more helpful and interesting would be to put together a complete listing of all the Mega Drive games, similar to the way you did in the special 16-bit Buyers Guide. I would like to see a Mega Drive special because I've recently purchased a Genesis and now I'm planning to purchase a Mega Drive converter.

Jason Passons, Dallas, TX

(If we had endless page space, Jason, believe us we'd cover every last thing we could get our hands on. Unfortunately that's not the case. Our page space for each issue is precious and limited, and though we do our best to bring our readers the cutting edge information on the Japanese gaming scene, our primary focus is to cover the hot new titles and systems that are most readily available to the North American gamer. By the way, perform a little "plastic surgery" on your Genesis and you won't need to track down that converter. – Ed.)

Mystery Monster

I'm very interested in two Japanese titles, Godzilla 2 and Rodan. What can you tell me about these two games and will they be available in the U.S.?

Max Taylor, Abbotsford, B.C.

(Rodan and Godzilla 2 are actually the same game, even though they're two different monsters. In Japan the game is called Rodan; in the U.S. it's called Godzilla 2. As for the release of Godzilla 2, the sequel to Toho's 1990 release, Godzilla, it is scheduled to be on the shelves sometime in October of this year. – Ed.)

Longing for A Journey

Why haven't there been any role-playing games for the Lynx? I've purchased a Lynx and I was really hoping I would be able to play adventure games while on the go. I think Atari is capable of producing an RPG that would be far greater than the ones produced for the Game Boy, mainly because they would be in color. Could you check into this for me?

Gerren Gambel, Modesto, CA.

(Hold tight, Gerren. Your wish shall become a reality some time within the next year. We contacted Atari's Vice President of Software Development, Craig Erickson, and he assured us "there is a lot of excitement and interest in role-playing games for the Lynx, and this is one area that Atari will fortify very soon." Mr. Erickson went on to tell us about a few of the projects that are currently in the works. One is an original RPG from the British development house, Imagitek Designs, entitled Demon's Gate. Erickson described it as an overhead scrolling game much like Gauntlet but with larger characters. He also said that Atari is currently negotiating with SSI (Strategic Simulations Incorporated) for possible development of an Advanced Dungeons and Dragons series title, and that there are also other, confidential titles in development that will combine action with role play. – Ed.)

A Collector's Item

In your most recent S.W.A.T. issue (June '91) you offer the readers a chance to back order previous issues. The problem is that there are two missing from the offer (July/August '89 and December '89) and those just happen to be the only two I'm missing. I even have a premiere issue! Why can't I get my hands on those two issues? I'd really like to make my GamePro magazine collection complete. Any suggestions.

Joerg Gromotka, Munich, Germany

(Bad news, Joerg – they're all gone. Even we can't get our hands on those two back issues, either. Here's the scoop. Each month a certain number of GamePro issues are printed and distributed accordingly: subscribers, newsstands, toy stores, etc. A certain amount are also set aside for the back order program. What's happened is that between each of those sales channels, all copies of the July/August and December '89 issues were sold out! Hang onto that premiere issue, though, it may just be a collector's item one day. – Ed.)

Correction

In the July '91 issue of GamePro, the Letter from the GamePros incorrectly listed Boy and His Blob II as a cart-to-come from Electro Brain. Boy and His Blob is an Absolute game as is its Game Boy spin-off, The Rescue of Princess Blobette. Boy and His Blob II? James Charne, vice president legal and business affairs at Absolute, informed us in a letter dated June 14, 1991 that "...this is an unannounced product. It does not exist." We regret any inconvenience this has caused. – Ed.

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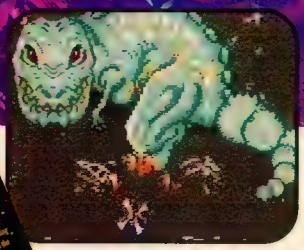

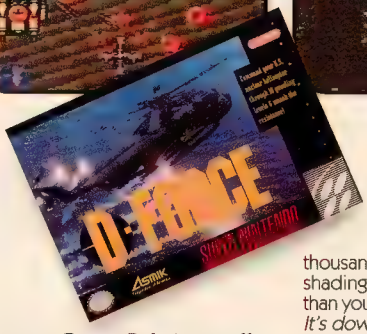

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By the Whizz

The Genesis Gets a CD-ROM

Sega got a serious jump on Nintendo in the 16-bit systems race. Now it's making a major move as front-runner in the disc derby, too, compact discs that is. Oh yes, the Genesis CD-ROM!

Sega hopes to begin spinning CDs in the U.S. by Spring '92. Nintendo's guesstimated arrival for its American CD-ROM is Fall '92. Both game companies plan to debut Japanese CD systems within the next few months (See ProNews Report, *GamePro*, August '91).

If nothing else the Genesis and its CD will make a slick looking couple. The Genesis will ride piggy back on the CD unit which has roughly the same dimensions, but it's about 1 inch thicker. The two units connect via that once mysterious port (remember the TeleMo dem?) on the right side of the Genesis. The unit's a slide-out front-loader and will play both 3-inch and 5-inch CDs.

The CD player gets its processing muscle from a 16-bit 68000 CPU just like the Genesis. Sega CD games will be programmed to access both 16-bit processors to maximize speed, graphics display, and the ability to move around onscreen objects.

Another way Sega plans to put some hustle in its CD is a special high speed laser CD pickup drive, custom-designed for gameplaying, to cut down average access time. However, the unit should get a big speed boost from a large memory buffer, reportedly 768K. The beefy RAM should shave down access time a little more and also enable the unit to display monster graphics. According to Sega, its CD player will bring advanced biaxial rotation and zoom functions to the Genesis.

And naturally, CD means cool sounds, in this case 8-channel digital stereo similar to that of Sega arcade games.

Games? Price? Stay tuned.

Acemore's Game Action Replay

Acemore's put a little more control in your controller with the Game Action Replay. Now you can have slow motion and the ability to save five different game locations at your fingertips.

This handy little device is the same size as an NES cart. You slip it onto the cart's business end, and then you slide the mated units into the NES. That's it.

Doesn't look like much – but it is!

Now, you have five memory locations and up to four slow motion speeds. If you're a player who likes to tackle several carts at a time, here you go.

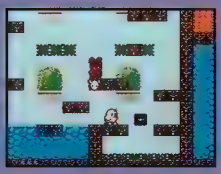
Once you plug in a game, there are two basic ways to operate the Game Action Replay. Press Select, A, and B simultaneously to activate an almost-frame-by-frame, slooooooow slow slo mo. Hit the same combo a second time to pick the pace up to slow slo mo. Hit that combo again to switch off slo mo. To save a position in a game, press Select and A simultaneously. Press Select and B simultaneously anytime to return immediately to that point of the game.

The Game Action Replay has more tricks up its sleeve. A 6-year lithium battery enables you to save game locations in memory longer than anyone should. (And don't forget you can save locations from more than one cart.) You can also display an onscreen menu, where you shuffle through the memory locations. A memory scan feature displays a single screen snapshot of the saved location. There's also a menu for different slow motion speeds, and you can reconfigure the button combo that activates slo mo, too.

The Game Action Replay should be around some time this Fall. Expect to pay something around $59.99.

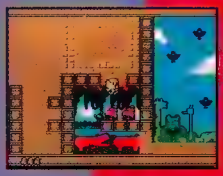
The Genesis CD-ROM.

GET KRAZED!



On land, sea and air: Tiki kiwi, you'll be there!

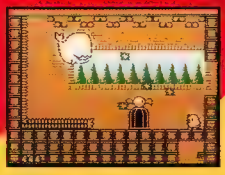
When big fat Wally the Walrus kidnaps your kiwi pals from the zoo, you rush to the rescue. As Tiki the Kiwi bird, that's not so easy—you're the timid type and a bit too bottom heavy to wing it. But Wally's stashed your friends in twenty dangerous locations and only you can save them!



Look out, Tiki! Wally's meanies pop up where you least expect them

Beak up, Tiki! Just rely on your quick wit and fast footsies. And keep your bow and arrow ready, because every incredible Kiwi Kraze™ creature you meet will try to do you in—from playful penguins to sneaky snails to ornery octopi.

Hurry up! Get the whole family in on your adventure. Just make sure you find your birdie buddies in time. Wally's got himself a kiwi cookbook, and your friends are the main ingredient!



Use fast footwork to pluck your pals from peril.

JOIN THE WEIRDEST, WILDEST, WACKIEST EXPEDITION EVER!

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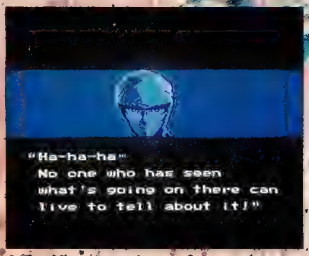
By Slo Mo'

If you think you're into video bushido and you've read this far without getting an adrenalin rush, then turn in your Nintendo Ninja Society membership card! You just "dissed" one of the most popular shadow-warrior sagas ever!

New and Improved Ninjitsu

Ninja Gaiden III: The Ancient Ship of Doom continues Tecmo's saga of Ryu Hayabusa of the Dragon Clan and his one-man battle against the dark machinations and the gruesome forces of the demon, Ashtar. If you're a fan of the other Ninja Gaiden carts, you must repeat MUST take on this game. The single player action and the graphic style fall right in line with the previous Ninja Gaiden carts (and that's pronounced "guy" as in "hey, guy"-"den"), but it's much more difficult.



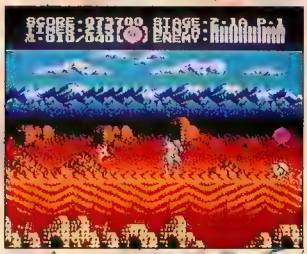
Is Ryu his own worst enemy?

Irene Lew's missing in action again. This time Ryu Hayabusa's the prime suspect. Did Ryu off Irene? Well, you see him do it in the opening story scenes. The story sequences between stages are as sharp-looking and dramatic as ever, and the stage backgrounds are a knock-out.

PROTIP: If you ever reach Stage 4-1A look closely. The answer is "Yes."

Unfriendly Places

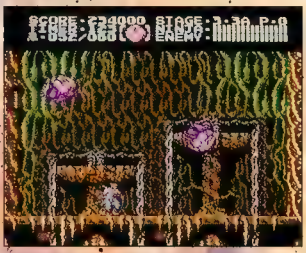
As usual Ryu's quest quickly becomes a massive bug-beast-and-bot hunt. A horde of creepy-thingies backed by mean traps and nasty obstacles make this cart the toughest Ninja Gaiden yet. Even things that are actually easy prey, such as the little grey bots, the flying robo-bugs, and the leaping howlers, become real pains merely by their locations on a stage. As in the earlier episodes, position, timing, and knowing when to fight and run mean everything.



PROTIP: In the Desert the little round robots don't look powerful, but they take 3 hits. The Windmill Throwing Stars help.

You have to reach Castle Rock Fortress to solve the mystery, and to get there you slash and dash through seven stages and 48 scenes of brain-busting action. The Stage 1 Lab is a pushover, but that's it. You'll go nuts everywhere else – the desert, a castle, two enemy bases, a swamp, a huge airplane, and roughly five different caves.

To make matters worse (and more fun), the forces of evil have recruited eight new bosses such as the pesky, flying robo-bug Night Diver, the double trouble Great Kogane, and the sneaky Sandeater.



PROTIP: To beat Stage 3's boss Great Kogane, use the Fire Wheel and the Dragon Sword. When the clones first appear, immediately empty your Fire Wheel flame bolts at either one of them. To dodge their throwing stars, wait until they toss them to make your moves.

ILLUSTRATION: FRANK CIRROCCO

Weapons Past and Present

Ninja Gaiden students will recognize most of the ninja arts. The slick Windmill Throwing Stars are as sharp as ever, the Fire Wheel and the electric Fire Dragon Balls are still a blast, and the Invincible Fire Wheel remains "hot" protection.

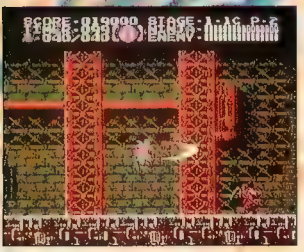
The Vacuum Wave slices above and below

The new art is the Vacuum Wave, which shoots deadly energy blades simultaneously directly above and below you. Naturally, you need to grab Dragon Spirit Crystals to power-up, but this time you can see what they are before you cut them down.

PROTIP: Don't forget: if you use Windmill Throwing Stars, jump just before they return to bust a deadly move.

PROTIP: In the Swamp, the second power-up maxes out your Ninja power! The Vacuum Wave Art helps you get it.

PROTIP: Always grab Dragon Scrolls to increase total ninja arts power. That's critical!



Grab the Dragon God Sword-always.

A great new weapon is the Dragon God Sword. It's suspiciously similar to Strider's Cyber Sword, but it's the best all-around weapon. Unfortunately, Ryu's ghost ninja clones from NG-II have vanished.

In addition to Ryu's traditional repertoire – running, crouching, somersaulting, and, of course, climbing – he's got a slick new move where he jumps up to grab overhanging scenery, such as vines, or pipes, and pulls himself across it hand-over-hand or flips up onto it.

Hang out with Ryu.

Doesn't sound like much, but you'll find that it is. And, at last, Ryu can flip to the top of a wall once he climbs it in a single, simple move.

PROTIP: As you work your way up through the vertically-scrolling Magma Cavern, try to bump up against the top of the screen. Jump onto ledges the instant a space appears and you'll get bad guys before they move.

PROTIP: You can easily make some enemies disappear by making the screen scroll past them. For example, "erase" Piranhas attacking you from behind in the Swamp by quickly running ahead of them until they disappear.

PROTIP: On vertically-scrolling levels you can make pulsing energy balls fall below you if you make the screen scroll down over them as soon as they appear. This helps in the Stage 3-2C cavern.

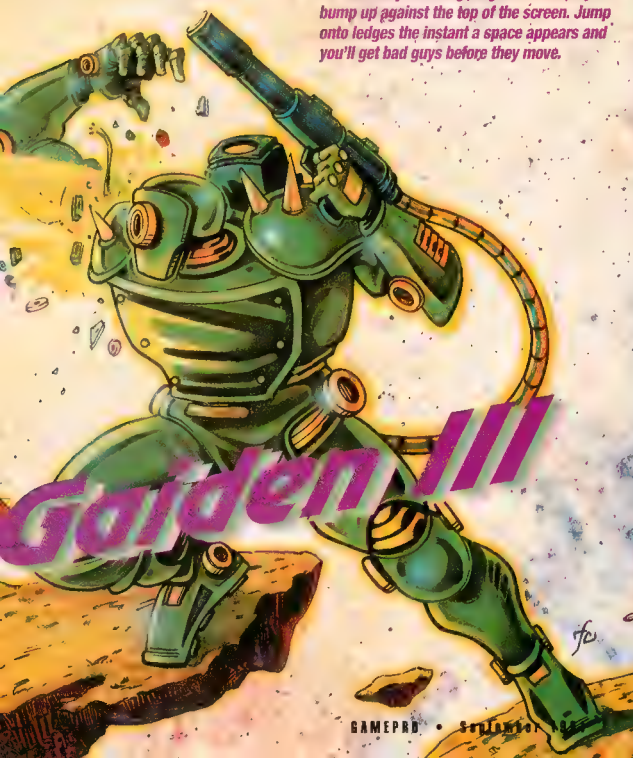
Did we mention that this game's a toughie? And this time around continues are limited to five (still 3 lives and 15 life points, though). "Passwords?" you ask. Bite your tongue.

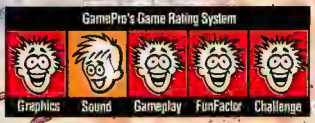
PROTIP: To snatch that enticing 1-Up in the Swamp, first move to the left of the moving platform to get the Piranha. Then move right until one foot is off the platform. Finally, slash the 1-Up and grab it in midair as you jump to the next platform.

Thinking of Ryu

If you like ninja fighting, this is a no-brainer. Go for it. Even the sounds rate above average for Ryu's "hiii-yahs" alone.

Tecmo hints that this is the final chapter of NES Ninja Gaiden (which, by the way, roughly translates as "Tale of a Ninja in a Foreign Land"). But before you run out and commit seppuku, consider this: Maybe ending Ninja Gaiden is okay. Maybe Ryu should finally hang up his sword and find peace. Maybe Irene should enjoy life instead of always losing it. Maybe Ashtar should just chill out...Nahhhhh!!





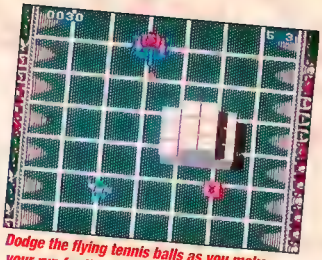
Ninja Gaiden III by Tecmo
$49.95
Available now, 2 megs

AMERICAN GLADIATORS

By Earth Angel

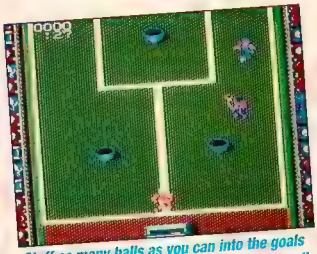
What's that? You say you're ready to take on the American Gladiators anytime, anyplace? Well, how about taking them on in the privacy of your own living room via your NES. Yup, the American Gladiators – Nitro, Blaze, Laser, Zap, Gold, Gemini, and Lace – stars of the hit television show, are ready to challenge you on your own turf – but they're gonna' do it their way! One or two players go up against a different Gladiator in each of five events straight from the show: The Joust, The Assault, Powerball, The Wall, and Human Cannonball. If you can survive all four levels of increasingly difficult challenge (there's a password option that enables you to pick up where you left off) You get to compete in four final events in The Eliminator Round – the I-Beams, the Hard-Bike, the Conveyor Belts, and the Zip-Line. So if you think you're hot stuff, you better be really hot...'cause the Gladiators are smokin'.

American Gladiators by GameTek
$49.95
Available September, 2 megs

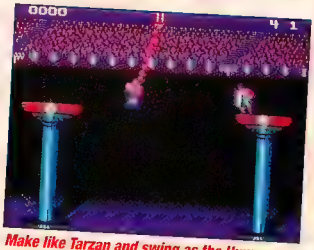


Dodge the flying tennis balls as you make your run for the finish in Assault. If you can grab a weapon and blow up the Gladiator, you'll earn 50 bonus points.

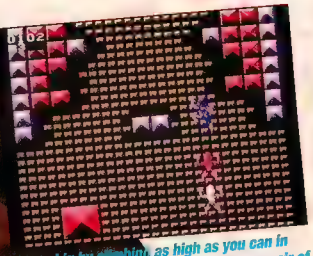
Use all of your smooth moves to batter your Joust opponent until he falls off the pedestal. Jump and grab the Super Pugel stick that flies by – it's a heavy duty weapon.



Stuff as many balls as you can into the goals to score in Powerball. If you get a ball into all the goals, you earn a 1-up.



Make like Tarzan and swing as the Human Cannonball. You win if you knock your opponent off the pedestal. Use the Power Gloves to climb the rope and grab a 1-up.



Score big by climbing as high as you can in The Wall without falling off. If you see a pair of Power Gloves grab them for extra speed.

Photo: Jay Silverman

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Zombie Nation

By Toxic Tommy

In Zombie Nation a vile space being called Darc Seed turns America into a nation of zombies, and that's the most normal thing about this outrageous shoot-em-up from Meldac.

Getting A Head

You know Japan has a lot invested in the U.S. when the spirit of the great samurai Namakubi returns to the world of the living...errr, living dead to combat Darc Seed and his Seedlings. However, only Namakubi's noggin actually shows up.

Head on out!

You "fly" the head in a horizontally-scrolling, monster blast-a-thon across America. Namakubi pops eyeballs from his sockets and spits tongues from his mouth. He's gross but effective.

Oh Say, Can You See?

This game is so graphically intense it might give you a headache. You get five stages, 12 rounds total. See New York City, the Grand Canyon, the Texas Oil Fields, and the Underground Caverns of the North Central U.S. like you've never seen them before.

PROTIP: Stage 2's lightning bolts hurt, but don't get caught in the clouds during an electrical storm either.

This is a shooter's nightmare! The screens are overrun with zombie things including helicopters, jets, robots, water snakes, lava monsters, and teeny tiny people (sometimes riding teeny tiny horses). The four extra large bosses include a gigantic Statue of Liberty, an axe-juggling giant, and awful Venusian Snakes. Moreover, you fly through cascading waterfalls, boulder showers, and eerie night scenes. The backgrounds are bizarre and gorgeous!

PROTIP: Make the screen scroll over zombies positioned above you and they won't shoot.

PROTIP: In Stage 4, Round 2, you can't do much damage to the aliens as you cross the waterfall. Cram into either the upper right corner or the lower right corner of the screen to suffer the least damage.

Lady Liberty's mean!

Zombie Dud

What's going on at Meldac! This shooter's big time fun, it looks tough, it's weird...but when the going gets weird, the weird get going. Zombie Nation's definitely heads and shoulders above the rest.

GamePro's Game Rating System

Zombie Nation by Meldac, $26 Available now, 1 meg

Rainbow Islands

By Speedy Buns

Yes, Bubby and Bobby fans, it's the sequel to Bubble Bobble – Rainbow Islands (You may have been one of the few who saw it in the arcades).

Level Game

In this one player adventure Bubby travels to the Rainbow Islands in search of seven colored diamonds. There are seven levels of action, each with four stages and one big boss to fight (32 stages in all). Each stage has several different areas. If you "do the right thing" there's also a special bonus world. Just as in Bubble Bobble you must snag special treats, avoid nasty bad guys, and collect letters for a special surprise (this time you get to spell RAINBOW).

Grab special items for double rainbows and other weapons.

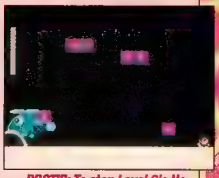
If you're too slow the island sinks and you're sunk.

But that's about where the similarity ends. Our buddy Bobby has apparently fallen prey to the evil Bubble Dragon. Instead of bubbles Bubby uses Rainbow Magic to grab treats and subdue bad guys.

PROTIP: If a Rainbow traps a beasty but doesn't do him in, just jump and hit one side of the Rainbow and he's done for.

Graphics & Sound

At first Rainbow Islands seems a little cloudy. The two-player simultaneous action was half the fun in Bubble Bobble, and it's missed in Rainbow Islands. Challenge-wise the first several levels are too easy and the action only picks up with Level Three.



PROTIP: To stop Level 2's Helicopter boss just dodge its bombs until it reaches ground level and then stand in the right hand corner of the screen. When the Helicopter goes to the left hand corner shoot right to tag it, and then turn and face it to shoot it when it comes to the right. Repeat until it's done for.

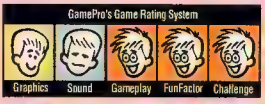
On the other hand, Rainbow Islands does use many of the same fun devices of the original that make all kinds of unexpected things happen. You can also do some really nifty tricks with your rainbows.

PROTIP: Rainbows wrap around the edge of the screen so you can stand on the left, shoot a rainbow off-screen, and zap a bad guy on the right.

Although Rainbow Islands doesn't quite live up to its classic predecessor, it captures some of Bubble Bobble's magic. There's a little pot of gold at the end of this rainbow.

Rainbow Islands by Taito Price not available Available now

GamePro's Game Rating System



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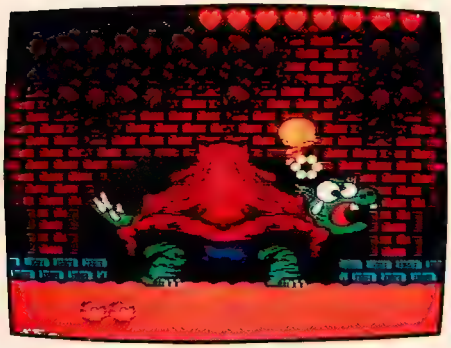
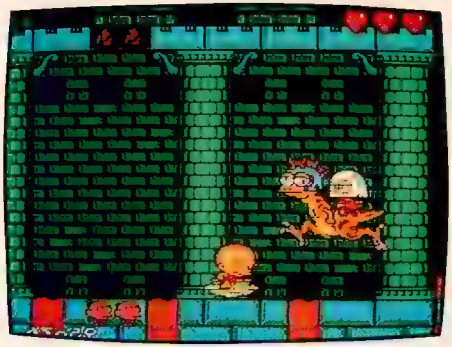
The ultimate headbanger's back. Bigger, badder, and bolder than ever. And this time Bonk's got a score to settle. The evil King Drool III has



If the giant tortoise boss turns his back on you, watch out. He's ready to fire volcanic rocks.

retaken control of the kingdom with lightning fast speed. And it's up to Bonk to swim, fly, and battle deadly piranhas to avenge this travesty. Brace yourself for serious cranial impact: The head-banging cave dude has returned.

If your new game had 7 levels, and more than 7 secret bonus games, you'd be walking on air, too.



Those pesky creatures are back. And this time they're riding mutants. Giddyup.

BONK'S REVENGE™

©1991 NEC Technologies, Inc. For information on this game, call the TurboTeam at 1-900 FUN-TG16. The first 30 seconds are free, 99¢ per minute thereafter, maximum $5 per call. Get your parents' permission first. Bonk's Revenge is a trademark of NEC Technologies, Inc. ©1991 Hudson Soft. ©1989, 1991 Red

SHOWTIME!

SUMMER CES part one

The NES lives! The Summer Consumer Electronics Show last June showcased 87 new 8-bit titles. Here are 44; more next month.

Nintendo World

Mr. Robinson...

...Bill Laimbeer

NES Sports Set

The Addams Family

Addams Family
America's spookiest, kookiest family is about to invite us into their home for a little arsenic tea and batwing cakes - you go first. Based on the movie coming this fall. You raaang! *(By Ocean, Available December '91)*

Attack of the Killer Tomatoes
This title is based on the sizzling new Saturday morning cartoon coming up this fall which features a roving band of wild and crazy, what else, tomatoes! *(By THQ, Available October '91)*

Avengers
Join forces with four of Marvel Comics' most famous superheroes – Captain America, Iron Man, Hawkeye, and Vision – to battle such villains as the Mandarin and the Red Skull. *(By Data East, Available Fall '91)*

Barbie
America's dream girl, Barbie, goes to Mall World, Underwater World, and Soda Shop World to collect the fashions and accessories she needs to make a big splash at the Royal Fantasy Ball. *(By Hi Tech Expressions, Available Fall '91)*

Barbie

Baseball Stars II
Baseball Stars II is a sequel to SNK's original title, Baseball Stars with additional gameplay features. This one's in an early stage of development. More later. *(By Romstar, Available Spring '92)*

Bases Loaded 3
Step up to the plate one more time in this classic baseball series. This latest version rates the gameplayer in 13 different categories, has five different difficulty levels, three fields, and an edit function that enables the player to alter team stats. *(By Jaleco, Available Fall '91)*

Batman: Return of the Joker
Batman may have thought the Joker was done for, but he's back. Now the caped crusader must once again save Gotham City. *(By Sunsoft, Available Fall '91)*

Bignose the Caveman
Bignose takes off on a dinosaur-bustin' romp across four wacky prehistoric islands. *(By Camerica, Available Now)*

The Blue Marlin
This one's been designed with the input of expert fisherpeople, just as the Black Bass was. And that's no fish story. *(By Hot B, Available October '91)*

Bo Jackson Baseball and Football
This two-player title shows you that "Bo knows the NES." Large graphics, close-up infield action, and an icon driven gaming interface give the game an all-pro advantage. *(By Data East, Available October '91)*

Bignose the Caveman

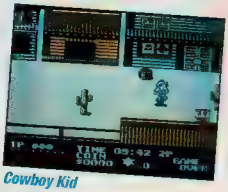
Bucky O'Hare
Join Captain Bucky O'Hare and his crew as they battle the evil Storm Toads. Captain Bucky must rescue his friends from the vicious Toad Air Marshall, and try not to toady under to the nasty amphibians. It's a tough job, but some bunny's got to do it. *(By Konami, Available early '92)*

Captain Planet
Join Captain Planet and his eco-allies as the environmental super hero of TV fame attempts to save the Earth from pollution and nuclear disasters, and even rescues dolphins from drift nets! *(By Mindscape, Available September '91)*

Chip's Challenge
In this familiar computer title Chip the Whiz must collect the necessary computer chips to solve a series of mind-bending puzzles in more than 100 different levels. *(By Bullet-Proof Software, Available Fall '91)*

Contra Force
It's the third in the classic Contra series. Battle through five brutal stages. Great weapons, great graphics, great action – and all you have to do is avoid blowing up the world! *(By Konami, Available Fall '91)*

Corvette ZR-1 Challenge
Climb into your bad Corvette and ride! You customize your car and then race head-to-head cross-country in search of glory. You'll love the rear view mirror. *(By Milton Bradley, Available Fall '91)*


Cowboy Kid

Cowboy Kid
Join Sheriff Sam and Little Chief for an adventure in the Old West. As the Sheriff your job is to round up the bad guys – but of course you'll have to get yourself appointed sheriff first! Ride em' cowboy! *(By Romstar, Available Fall '91)*

Crazyland

Crazyland

Deway is trying to rescue his kidnapped girlfriend, Dixie, from Crazyland, the wackiest amusement park you'll ever see. He has to survive 11 levels, including a ride on a space age roller coaster and other amusement park rides. Deway defends himself with his feet...and his trusty soccer ball! *(By NTVIC, Available Fall '91)*

Darkman

Darkman walks the night in this five stage action/adventure cart searching for the criminals who burned his face beyond recognition. Sounds dark, man. *(By Ocean, Available September '91)*

Day Dreamin' Davey

Davey day dreams his way through different eras and places in history and you get to tag along. This non-violent RPG has an action/adventure angle, too, with a look and feel similar to the Zelda titles. *(By HAL America, Available Fall '91)*

Darkman

Defenders of Dynatron City

Team up with the wacky superheros of Dynatron City as they battle Dr. Mayhem and his evil minions in 3-D action/adventure. The Defenders have wacky weapons like the Atomic Powered Bite which they use to defend themselves against the likes of the Anthropomorphasized Sewer Vermin. *(By JVC/Lucasfilm, Available Fall '91)*

Dino-Hockey

OK, you know what dinosaurs are and you know what ice hockey is, but do you know what Dino-Hockey is? If you haven't already guessed it's dinosaurs playing ice hockey. Guess it was the best thing they could do once the ice age rolled around! *(By Sunsoft, Available '91)*

Dragon Warrior III

In this latest in the popular RPG series you play both night and day, explore an entirely new style of dungeons, fly with a magic bird, use over 60 different spells, and more. Sounds like another hit! *(By Enix, Available Fall '91)*

Dream Team: 3-on-3 Challenge

This cart features all-pro b-ball stars Patrick Ewing, Dominique Wilkins, and Joe Dumars in fast-pased three-on-three hoops action. Up to four players can play with or against the Dream Team or customize their own team. *(By Data East, Available Fall '91)*

Eliminator Boat Duel

Eliminator Boat Duel

Take an action-packed cruise through NES Florida. Race speed boats from an Everglades-lookalike to the Florida keys. *(By Electro Brain, Available September '91)*

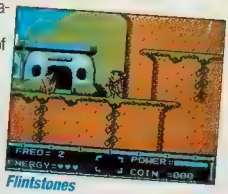
The Empire Strikes Back

This action packed space RPG is based on the second movie in the Star Wars trilogy. Join Luke, Han, and Leia as they battle the Dark Side and Darth Vader across different worlds. Ride taun-tauns, fight imperial soldiers, battle in a spectacular Lights-aber duel, and more. *(By JVC/Lucasfilm, Available Early '92)*

The Empire Strikes Back

The Fantastic Adventures of Dizzy

Explore the magical cartoon kingdom of Zakeria as Dizzy, in search of your beautiful girlfriend Daizy. It's adventure in the style of Mario as you discover a fantastic dream world and battle to save your girl. *(By Camerica, Available Now)*



Flintstones

Fastest Lap

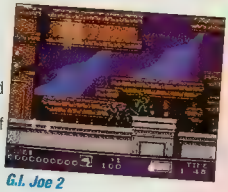
It's red-hot racing action! You design and build your own F-1 racer. Each of the 16 tracks have different road and weather conditions, so it's up to you to customize your racer to win each race! *(By NTVIC, Available September '91)*

The Flash

Join this classic fleet-footed comic book character and more recently, star of his own T.V. show in a video adventure packed with superheroes and super villains! *(By THQ, Available Fall '91)*

Flintstones

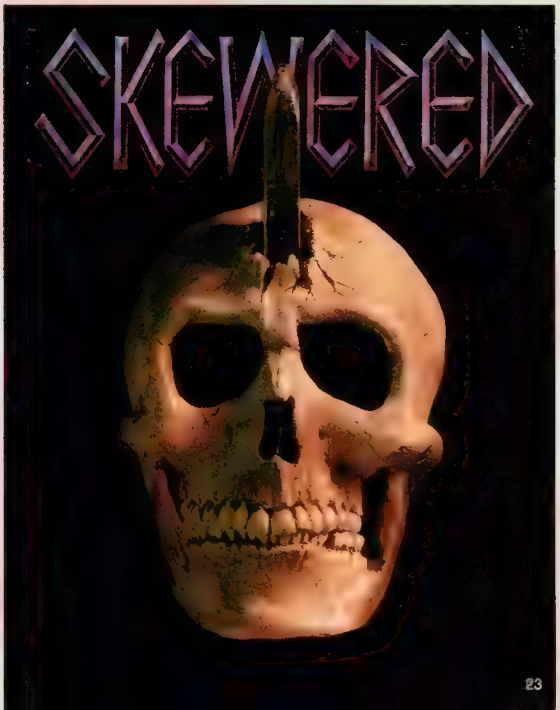
Fred and Barney are hunting for their pets, Dino and Hoppy, who've been napped by an alien from the future. To save them Fred and Barney must stomp through eight prehistoric locales and gather the pieces of a time-machine so they can journey to the future. *(By Taito, Available Fall '91)*



G.I. Joe 2

G.I. Joe 2

General Hawk and the entire G.I. Joe team are back in action against the Cobra Commander. The team faces six top-secret missions in this action/adventure title. You decide how to use each team member's unique skills. *(By Capcom, Available October '91)*



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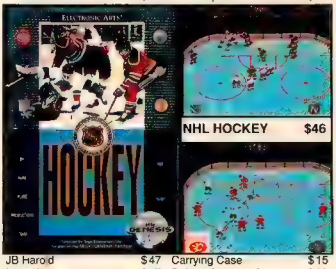

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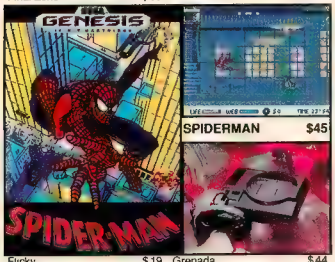

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Godzilla 2

Godzilla's back in this sequel, War of the Monsters. You command the allied forces and design its battle strategy in order to destroy a multitude of monsters who've invaded the earth. Of course you never know, some of the monsters might come to your aid! *(By Toho, Available Fall '91)*

Godzilla 2

Golf Power

Join Greg Norman for a round of golf in England, Scotland, the USA, or Japan, or, if you like, customize your own course! *(By Virgin, Available Fall '91)*

Gun-Nac

Space jockeys get ready! The Planetary Space Police need you. Prepare for the adventure of your life as you fire away at over 125 different bizarre enemies in seven levels. *(By ASCII, Available Fall '91)*

Hammerin' Harry

Harry's beloved home has been leveled by a crew of construction workers. In this arcade-based title Harry's mad as #@*! and he's out to avenge his home. Wielding a huge mallet, Harry sets out to do some destructive, reconstructive surgery on the construction crew. *(By Irem, Available Early '92)*

Happily Ever After

Everyone knows Snow White lived happily ever after, but now you have the chance to bring her out of retirement for yet another enchanted adventure. *(By SOFEL, Available Fall '91)*

Hillsfar

In this third in the Advanced Dungeons and Dragons series players face an adventure that's a combination of arcade action and RPG. You create your own human and monster characters and try to conquer the city's ruthless ruler by battling it out with armed guards and nasty mythical beasts. *(By FCI, Available Fall '91)*

Hillsfar

Home Alone

That's right, the smash hit movie is now going to become a hit video game. It's action adventure as you become the Home Alone kid and roam from room to room in your house trying to stop the bad guys. *(By THQ, Available November '91)*

Hook

Join Peter Pan, Tinker Belle, and Hook, the one-eyed pirate himself, in a swash-buckling adventure based on the Spielberg movie due out this Christmas. *(By Sony/Imagesoft, Available December '91)*

Kick Master

Use martial arts skills to rescue Princess Silphee from evil Belzed in eight stages of high-kicking action/adventure. *(By Taito, Available Fall '91)*

King's Quest V

King Graham returns home to discover he's been tricked – his castle and family have vanished into thin air! Now the king and his owl Cedric must journey through the land to find the missing castle. It's an enchanting adventure. *(By Konami, Early '92)*

Klash Ball

Klash Ball is a futuristic sport that takes speed and physical skill. Play takes place in a futuristic rink where you man a team of techno-gladiators who battle it out over a metallic sphere. *(By SOFEL, Available Fall '91)*

Kung Fu II

Kung Fu II, that about says it all. More of the horizontally-scrolling kicking, punching, and jump-kicking that Kung Fu I made famous. *(By Irem, Available Fall '91)*

Lord of the Rings

L'Empereur

It's the late 18th Century and you become Napoleon. In this strategic historical role play your task is to gain control of Europe and the Near East, command your troops wisely, and, who knows, perhaps even change the course of history by avoiding your own Waterloo. *(By Koei, Available Fall '91)*

Lord of the Rings

Join Bilbo Baggins, Gandalf the Wizard, and the rest of the Ring-bearing crew in J.R.R. Tolkien's classic fantasy adventure. This RPG cart's faithful to the book. *(By Interplay, Available Early '92)*

Matchbox Racers

Pick your favorite Matchbox Racer, Grand Prix cars, Off-road Racers, Mega-Speed boats, or even Demolition Derby cars, and drive them till you drop. The 3-D track is packed with turns, tunnels, two-way jumps, and other nasty obstacles! *(By Matchbox, Available November '91)*

Matchbox Racers

M.C. Kids

What happens when fast food meets video games? You get M.C. Kids to go in an adventure versus all of your favorite greasy bad guys – such as the Hamburgler. Sounds delicious! *(By Virgin, Available Fall '91)*

More next month...

Hockey Carts FACE-OFF!!

By Fanatic Fan

The thermometer's checking in at 85+ degrees and air conditioning is suddenly more important than food, sleep...even video games! But Fanatic Fan has the cure for those dog days o' summer blues...some chillin' ice hockey action for the Genesis, the TurboGrafx-16, and the Game Boy.

NHL Hockey

If Fanatic Fan had a personal award for awesome sports games, it would go to the folks at Electronic Arts. EA has singlehandedly given die-hard sports gamers a reason to rush out to buy a Genesis. The latest candidate for the Video Game Sports Hall of Fame is NHL Hockey, a great balance of fast action, realistic simulation, and hot graphics all wrapped up in a four meg cart. NHL Hockey is programmed by Park Place Software, the same guys who created John Madden Football, so ya got to figure it would be smokin'.

Replay the Penguins/North Stars Stanley Cup Finals. Will the Penguins prevail again?

Like most EA games, the graphics and sound effects are top-notch. Your team of players appears onscreen in a three-quarters overhead perspective. Like real skaters, they take long strides as they try to move faster, and they use their sticks the way you'd expect hockey players to. They even grunt when they hit or get hit.

The game has regular season play and a full playoff format (including a best of seven option). You can play any of these options alone, against a friend, or as a two-player team.

High Stickin'

NHL Hockey is the first cart to license the National Hockey League – that means you get to control ALL the pro teams even the newly-formed San Jose Sharks! If you're a beginner, take over the Campbell or the Wales All Stars and give yourself an advantage. Although the players in NHL Hockey don't have names on their jerseys, you can figure out who's who by their player number. And as in John Madden Football, the players are all rated in several skill categories (based on their real-life abilities).

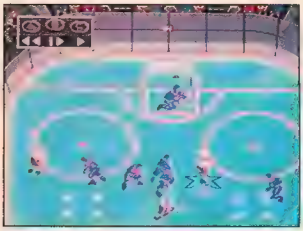
A head-to-head comparison reveals who has the advantage before the game starts.

Icing, Icing Baby

The cart's programmers try to give you a feel for the sport without bogging you down with complex rules and difficult game play. Most of the regular hockey penalties are called – unless you choose a no – penalties game. The zebra's whistle, charging, cross-checking, tripping, hooking, roughing, interference, even icing and offsides. There's also a Penalties, Except Offsides mode in which they call all the major infractions, but skip the annoying offsides calls. This is the way to play – after all, hockey without penalties is, well, CHAOS.

Let's See That Again!

A great feature of NHL Hockey is its Instant Replay option. Just scored an incredible, game-winning goal? You can literally "rewind" the action and watch the play as it happened again and again. By hitting the B button repeatedly, you can even watch one frame at a time.



He shoots. He scores. Now let's see that instant replay!

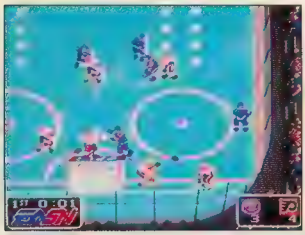
PROTIP: Don't take unneccesary risks when you have the lead. Play a "four corners" game – keeping the puck away from your opponent as the clock winds down.

Alright for Fightin'

Has there ever been a hockey video game without some sort of "fight mode?" For that matter, has there ever been a real life hockey game without any fights?

NHL Hockey has a fight mode that's totally excellent! Check a guy one too many times, and he may just drop his

gloves and try to teach you a lesson. Whether you win or lose, you'll get a five minute major (penalty) for the battle.



PROTIP: You have a better chance of winning any fight by breaking your opponent's grip on you and backing off. When your opponent takes a swing at you (and misses) slide forward and pop him in the gut or the face, then back off before he can swing again.

Overtime

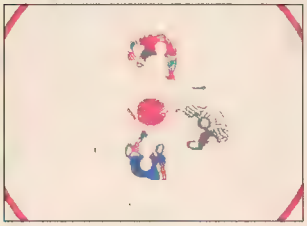
EA hasn't missed a hat trick in designing what should be their next great sports hit. This cart's got it all: cool graphics, fast action, fist fights, highlights from other games in progress, and instant replays. They even have "home team advantage" – your crowd will get behind every move you make, even the cheap shots.With NHL Hockey, video hockey has finally emerged from the Ice Age!

NHL Hockey by Electronic Arts
$ 49.95
Available August, 4 megs

TV Sports Hockey

TV Sports Hockey may be the most realistic Turbo sports game to date. Like NHL Hockey for the Genesis, TV Sports Hockey uses a vertical overhead view of the rink and players, but it also features fantastic close-ups – whenever you breakaway with the puck, face off against an opponent, or fight. These super close-ups give TV Sports Hockey the edge over all previous TV Sports products.

Using the TurboTap, up to five players can skate at once. The computer opponent is fairly weak, so playing your friends is highly recommended if you want a competitive game. It's also more fun!



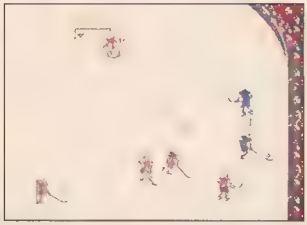
Go head-to-head against a friend or team up.

International Hockey

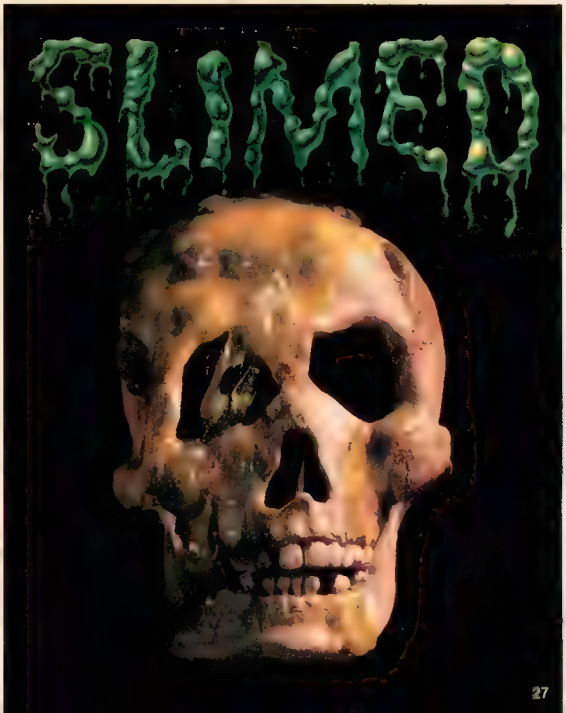
There's an international flavor to TV Sports Hockey. Eight teams from around the world participate in a three-round tournament – USA, Finland, USSR, Sweden, Canada, Poland, Czechoslovakia, and Norway. Each team has three lines of players and two goalies. The lines are rated in four categories: Speed, Strength, Stickhandling, and Stamina. There's also an Energy rating that lets you know how tired your line is.

PROTIP: Choose a team that has a line with a top rating in Speed. A quick team is most likely to get breakaways on offense and get to the puck first on defense.

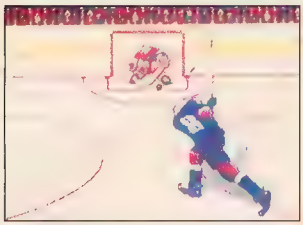
PROTIP: A one-minute breather is usually enough to bring a tired line's energy rating back to 100%. That means you can use your best line almost the entire game!



Sometimes you can catch your opponent off-guard with a long range slapshot.



PROTIP: You can only change lines between periods, when infractions are called, or when a fight breaks out. If your line on the ice is out of gas, deliberately "ice" the puck or make an offsides pass to stop game play and substitute.



PROTIP: On a breakaway, don't commit to the direction of your shot until after the goalie commits to the section of the goal he will defend. You'll improve your chance of scoring dramatically!

Down 5 – 1 in the third period? Take out your frustrations on your opponents.

Cracks in the Ice

Realism makes a good sports game, and TV Sports Hockey gets high marks for its accurate game play and hot sound effects. Players move like they're really on ice skates, and you can hear the "shushing" of the ice when they hit the brakes.

But a lack of frills detracts from what could have been a "great" game. The rink fills the entire screen, so there's no room for a scoreboard. If you want to know the score or how much time is left you have to stop game play and select the Scoreboard option. A similar problem occurs when a penalty is called. The game switches to another screen to make the call. And speaking of penalties, the penalties here are awfully arbitrary. There seems to be no reason or consistency to the calls (other than when a fight breaks out).

Ice-A-Roni

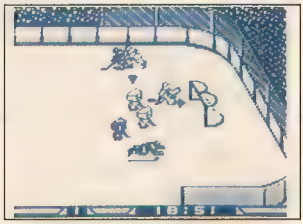
TV Sports Hockey really excels as a multi-player game. Use the one-player mode for practice only and reserve your serious game for friends. When it comes to multi-player sports action, TV Sports Hockey's detailed closeups and realistic game play make it one of the hottest tickets in town.

TV Sports Hockey by NEC
$ 51.99
Available October, 3 megs

Blades of Steel

When you talk of hockey video games, you can't go far into your conversation without mentioning Blades of Steel, the best-selling hockey game of all time.

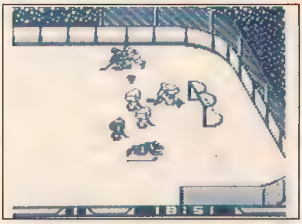
It took a while, but Konami finally has a scaled down version for Game Boy owners. It may not have the digitized voice, but all the other elements of the NES game are still intact.



They're smaller – but these Blades of Steel players are just as tough as their NES counterparts.

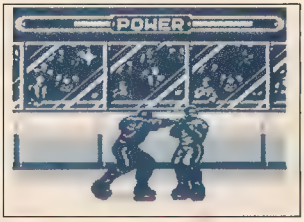
Carry A Big Stick

Blades of Steel doesn't have the detailed player characteristics of the other hockey simulations, but it captures the flavor of the original NES hit – hack 'n slash hockey without restrictive rules. Graphics are sharp, although the game tends to be hard to follow at times because of its fast pace and small characters. Incredible animation scenes appear when you score a goal, or get into a fight. They're worth the price of admission alone!



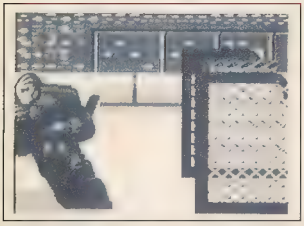
The large animations are a knockout!

One or two players (with an extra cart and Game Boy) can choose from three leagues/skill levels – Junior, College, and Pro – and eight teams. Practice mode improves your fighting ability and penalty shot shooting.



PROTIP: You'll do much better in the fights if you come out swinging. Press Up and tap B rapidly to deck your opponent before he decks you.

PROTIP: Catch your opponent offguard with a long distance shot on his goal. Aim for the side opposite the goalie.



Looks like your goalie has a hole in his stick!

Hit the Ice!

Game Boy Blades of Steel is not for hockey wimps. You'll have to do plenty of hitting and checking to win. Luckily, the refs are blind!

There's enough hot action to keep puck-heads satisfied until the NHL season starts again. It may not have NHL teams or the superstar players, but sometimes shooting and punching alone is enough.

Blades of Steel by Konami/Ultra
Price Not Available
Available September, 1 meg

Sega's Mario Lemieux

1991 has been quite a year for hockey superstar Mario Lemieux. In May he led an underdog Pittsburgh Penguin squad all the way to the Stanley Cup Finals. Shortly before the Finals, Mario signed a deal with Sega of America to do a hockey game for the Genesis. Some guys have all the luck...

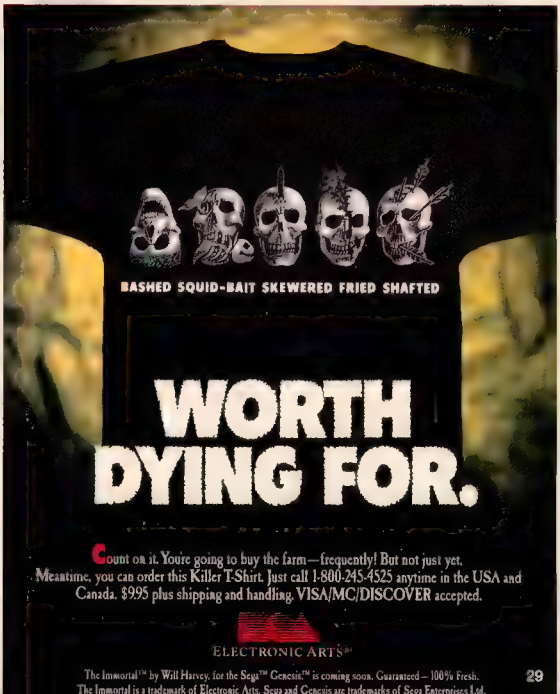
Practice your shooting skills during the practice round

Mario Lemieux Hockey is a four meg action simulation. Fifteen teams (fictional, but using real NHL cities) shoot it out in tournament or exhibition mode. Teams are rated in six skill categories: shooting, power, passing, speed, defense, and goalie. Each team has three lines of players.

Mario Lemieux uses a three-quarter overhead perspective and plays horizontally.

Mario Lemieux will be statistics heaven – there are more stats tracked during this game then any other sports cart to date. Everything has been covered, from the types of penalties to percentage of time spent on the attack.

Look for Mario Lemieux Hockey to skate into your store by Christmas.



SUPER Ghouls 'N Ghosts

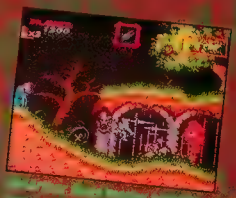
By the Unknown Gamer

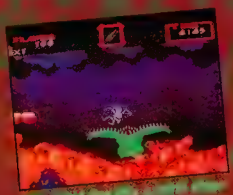
The tale of Sir Arthur continues on...thanks to Capcom and the Super NES. The cart's due out this November, but here's an early look.

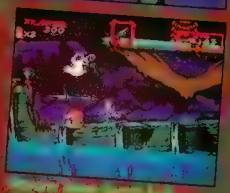
Sir Arthur to the Rescue!

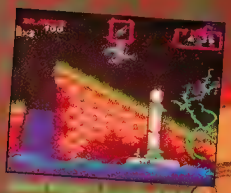
The evil Lucifer, putrid king of the Ghoul Realm, has returned! It was merely three years ago that Arthur vanquished his mindless minions and rescued Princess Guinevere from Lucifer's wretched kingdom. And now, Lucifer has done it again – he's spirited the Princess away, this time to the Phantom Zone! No, that isn't the place in Superman comics where all Krypton's bad guys wind up. The Phantom Zone is a nightmarish land, which is completely under Lucifer's power. It's also the home of some of the most horrible undead this side of a George Romero film.

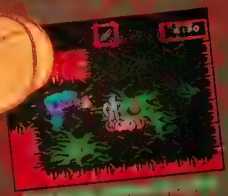
If he's to rescue Guinevere and restore order to the kingdom, Arthur must survive four dangerous quests across eight stages and defeat a Foul Guardian at the end of each one that blocks the gate to the next level. And with twelve different weapons, three powerful magic spells, and your guidance, he just might succeed!











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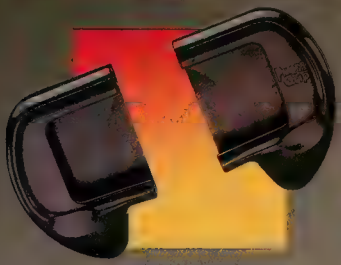

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ATTENTION NINTENDO® CONSOLE OWNERS

Did you buy a Nintendo® Entertainment System game console (NES Console) between June 1, 1988 and December 31, 1990? IF SO, YOU ARE ENTITLED TO A $5 COUPON.

New York Attorney General, Robert Abrams, Maryland Attorney General J. Joseph Curran, Jr., the Corporation Counsel of the District of Columbia, and the Attorneys General of 48 other States brought lawsuits against Nintendo of America Inc., claiming that in some instances consumers were overcharged for the NES console at retail stores. Under a proposed voluntary settlement in these cases, you are entitled to a $5 coupon redeemable at any retailer on any NES 8-bit game marketed either by Nintendo of America Inc. or a Nintendo licensee company that can be played on your NES 8-bit video game console.

This is your legal notice of the settlement. Please read it carefully.

You will automatically receive a $5 coupon if, between June 1, 1988 and December 31, 1990, you mailed in your warranty card, subscribed to Nintendo Power magazine or your name was otherwise entered on the Nintendo consumer list.

If you are not on the list to automatically receive a coupon, you must request a coupon and show that you bought a NES console between June 1, 1988 and December 31, 1990. To request a coupon or verify your eligibility, you must do either of the following by September 19, 1991.

1. **CALL TOLL FREE 1-800-255-3788**, from 4:00 a.m. - midnight, Pacific time, Mon. thru Sat.; or Sunday, 8:00 a.m. - 5:00 p.m., Pacific time. Be ready to tell the operator your name and address, the approximate date you bought your game console, where you bought it & the serial number (located on the bottom of the control deck),

or

2. **Write in,** giving your name, address, approximately when you bought your game console, where you bought it & the serial number. Send your information to:

Nintendo Settlement Fund,
P.O. Box 97063, Redmond, WA 98073-9763

THE SETTLEMENT

These cases were brought by the Attorneys General of 50 States and the District of Columbia after an investigation into whether Nintendo and unnamed dealers agreed to sell NES consoles at or above certain minimum prices in violation of the antitrust laws.

No trial has been held on the merits of these allegations and Nintendo denies them. After extensive negotiations, the parties to the lawsuits agreed to a proposed settlement agreement to avoid long and costly litigation. The States have concluded that the settlement gives significant relief to buyers of Nintendo products during the period of the alleged conspiracy (March 1, 1987 - December 31, 1990). Nintendo has agreed to settle but without admitting wrongdoing or liability. The proposed settlement must be finally approved by the Court, which has preliminarily approved the settlement. This notice does not express any opinion of the Court as to the merits of the claims or defenses asserted by either side in the lawsuits.

In summary, the terms of the settlement are as follows:

Nintendo will mail up to $25 million in coupons to consumers who bought NES consoles between June 1, 1988 and December 31, 1990.

If fewer than $5 million in coupons are redeemed by consumers, Nintendo will pay the difference up to $5 million to the States to use for antitrust enforcement, a public purpose to benefit consumers, or to deposit in the state treasury. In addition, Nintendo will pay the States $3 million for these purposes.

Nintendo will also agree to an injunction prohibiting future violations of the antitrust laws and will notify its dealers that they are free to price Nintendo products independently at whatever level they choose.

The Attorneys General will release Nintendo from any further liability resulting from alleged agreements between Nintendo and dealers, between March 1, 1987 and December 31,1990, regarding the price at which any Nintendo products would be sold.

The legal rights of all buyers of Nintendo products between March 1, 1987 & December 31, 1990; including game consoles, game cartridges, accessories or related items; will be affected by this settlement. If you bought any of these products within this period and you do not want to be bound by the settlement, you must expressly exclude yourself. To opt out of this settlement or for more information, write to Nintendo Settlement Trustee, 1525 Wilson Blvd., Suite 1225, Arlington, VA 22209.

By Order of Judge Robert W. Sweet, U.S. Dist. Ct., S.D.N.Y.

GENESIS

PRO REVIEW

By Doctor Dave

If you think hack-n-slash games are beginning to blur together, here's an awesome cart that mixes great arcade action and just the right bit of fantasy roleplaying. Renovation gets a big Thumbs Up for Arcus Odyssey, an 8 meg cart for the Sega Genesis.

Arcus is a land torn asunder by a massive battle between the evil sorceress Castomira and the Princess Leaty. The princess won that one, but the fight did her in. Now, forces of evil are on the move, and you must find Leaty's legendary Sword of Light to overcome the dark army.

The Cast of Characters

In this hot adventure, you can become one of four characters, or you can play a two-player simultaneous game, where teamwork is essential to success.

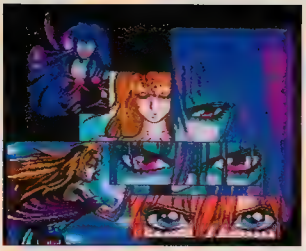
Arcus Odyssey adds depth to the typical magic and weapons combo you find in most sword and sorcery carts. Each character has a different weapon and magic ability. You can power-up magic to five levels. Different power levels make each character's unique magic ability react differently. You can also find treasure chests filled with helpful magic items that you carry around until you need them. A handy pop-up window enables you to manage your stuff.

Jedda Chef's powerful Teamatto Sword produces a wave of destruction, and he also wields strong magic!

Erin Gashuna is a master of the chain sword. Her magic isn't as potent as that of the others, although her weapon definitely makes up for the loss!

Diana Fireya is an archer who launches long range attacks. Her arrows ricochet off walls to destroy enemies around corners! Her magic is limited to healing.

Bead Shia is a sorcerer who fires bolts of energy as a weapon. Naturally, he's especially adept with magic.



The intro to this masterpiece has to be one of the best around!

Killer Looks

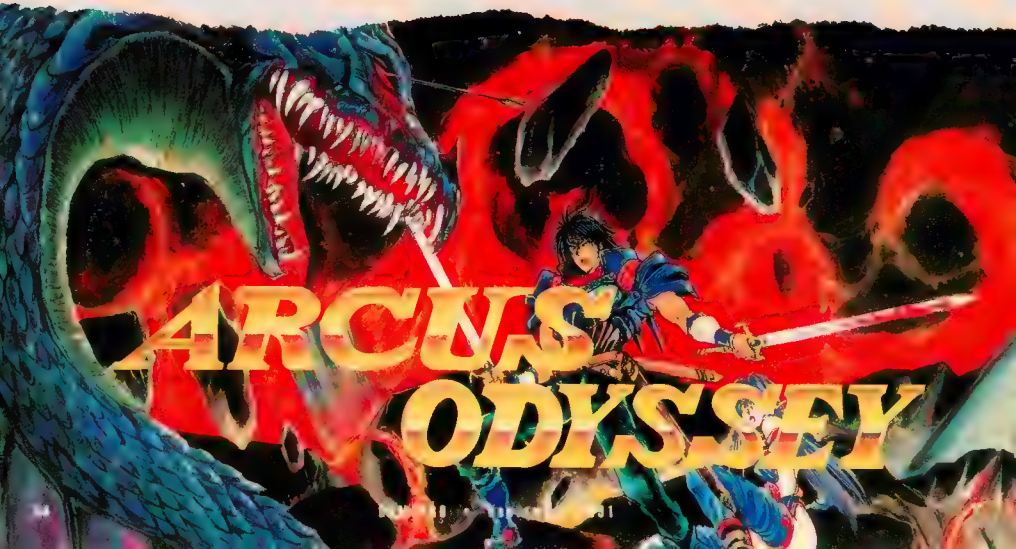
Once you choose your characters, you're ready to rock. Arcus Odyssey's outrageous graphics hurl you into a fantastic world. Its looks are a killer!

And speaking of killers, all that imaginative scenery and eerie architecture is overrun with deadly, once-human beasts called the Dark Lords. The Lords look cool, and they're bizarre such as the gigantic turtle. You must try to get on top of his shell, then you both rocket around some canals as a little imp keeps popping out of the turtle shell to fire bolts at you.

Most creatures fire some sort of energy or projectile at you, and they have no qualms about nailing you from off-screen.

How You Gonna Act?

This three quarter overhead view adventure covers 8 different Acts with great-sounding, unusual names such as the



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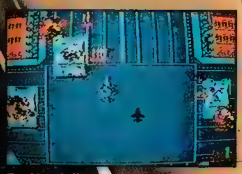
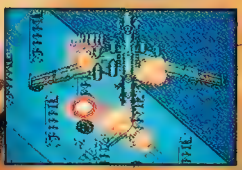


Duck and dive [illegible] platoon headed [illegible] T-95's!

Your Harrier is [illegible] low-level combat!



Lock-on and gun this behemoth into the ground!

Slip-up, and he'll make you a statistic!

TRECO 24[illegible] St., D-204, Torrance, CA 90[illegible] (213) 782-6960 • Fax: (213) 320-2597

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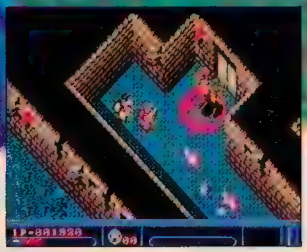
PROTIP: Enter the second room in Act 3 for bonus chests.

Pyramid of Bad Attitude Enemies and the Ruins of the Sacred Ground of Ruru-do. In each multi-area Act you must collect an item such as a sword or keys to complete that particular mission.

If you're anti-social you can look around solo till you find the main item in

PROTIP: In Act 3, run for cover when you take this sword!

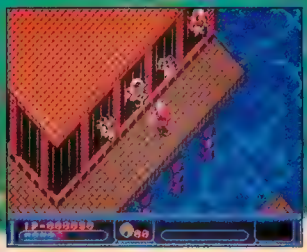


In Act 3, collect swords to open doorways to safety.

an Act, but it's better to talk to everyone in the game to get directions. In fact, in some Acts, such as the Cave Where the Demigod Cried, you can free the Dark Lords' prisoners, who join you and double your firepower!

Here in Act 8, you need full weapon power to survive.

PROTIP: In Act 4, watch for the shadows on the floor. There's a pack of dragons waiting to attack!



PROTIP: Spring Fureya from the prison deep within Act 2 to help you. Her guided energy missiles destroy enemies with ease!

PROTIP: Get Keyami to join you in Act 5. His awesome firepower pumps up your defenses!

Love at First Fight

A quick glance might lead sword and sorcery vets to compare Arcus Odyssey to Gauntlet. Wrong! No contest! The different quests in each Act will keep you glued to the tube from start to finish. (Don't worry you get passwords.) The graphics in this Genesis masterpiece are both highly detailed and beautifully painted, in the tradition of Japanese fantasy adventures. The characters are nicely animated, too. If you enjoy threee-quarter angle action games (or go nuts over video fantasy action), Arcus Odyssey is the best so far!

Arcus Odyssey by Renovation
$69.99
Available now, 8 megs

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CHAPTER 10: FIVE WARRIORS.

IN THE ANCIENT UNIVERSE THERE WAS A DESTRUCTIVE STRUGGLE BETWEEN THE LIGHT AND THE DARK DIMENSION. IT WAS A LONG AND DESTRUCTIVE WAR. FINALLY WHEN DRAGONLORD, A WARRIOR OF THE LIGHT DEFEATED AND SEALED DOWN DEMONYX WITH THE MANDARA POWER PEACE RETURNED TO THE UNIVERSE. NOW, THERE IS A PROPHECY. IT SAYS THAT DEMONYX WILL AWAKE AS THE EVIL RED STAR APPEARS, AND THE FIVE WARRIORS OF THE LIGHT WILL FLY DOWN FROM THE SKY. THE FIVE WARRIORS OF THE LIGHT IN THIS PROPHECY ARE THE FIYING WARRIORS!

HERE DEMONYX HAS REVIVED WITH THE STAR AS IT IS FORETOLD. THE EARTH IS ABOUT IN HIS HANDS ONCE AGAIN.

FIGHT FOR THE PEACE, FLYING WARRIORS!

*THIS IS THE ORIGINAL COMIC FOR CULTURE BRAIN, USA INC.'S "FLYING WARRIORS"FOR NES®.

FLYING WARRIORS™

CULTURE BRAIN'S

AVAILABLE FOR YOUR NES.®

COMIC FOR YOUR NES® GAME

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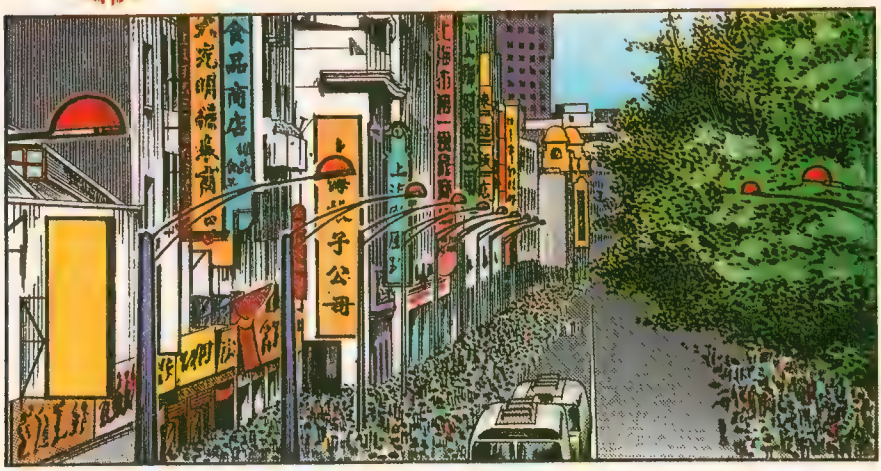

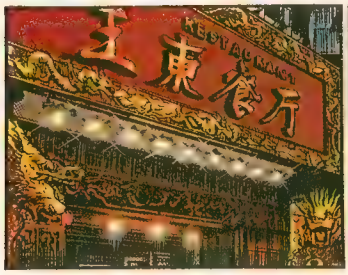

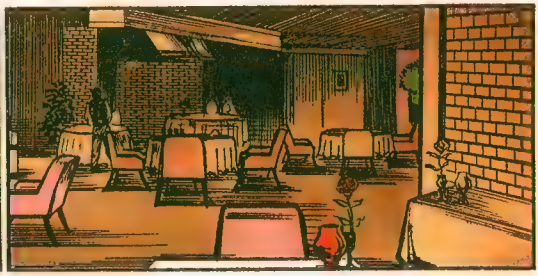

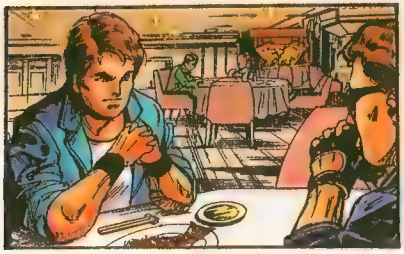

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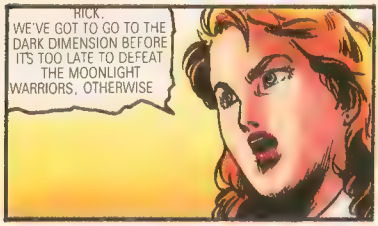

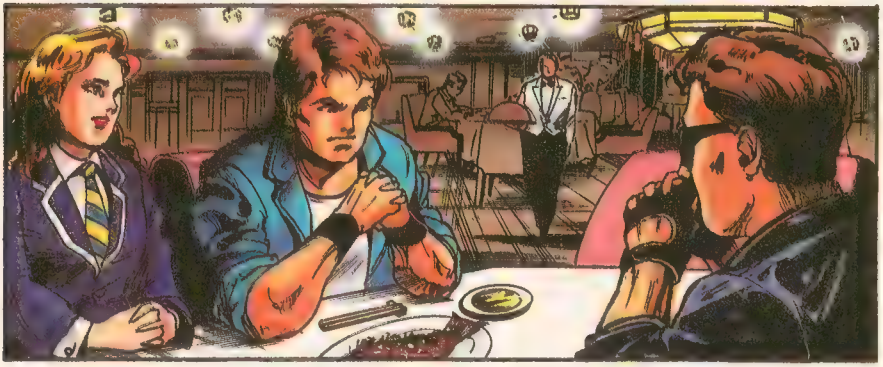

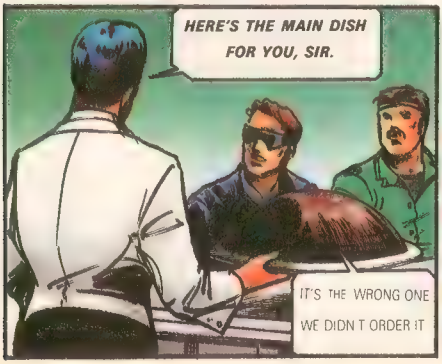

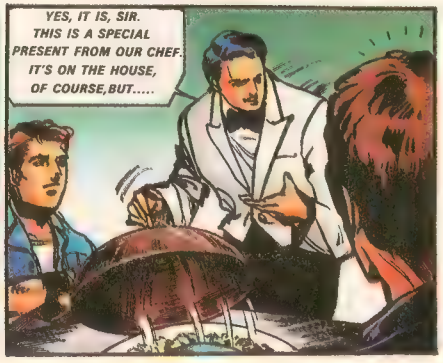

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CULTURE BRAIN™

FLYING WARRIORS™

CULTURE BRAIN'S

I'D LIKE TO HAVE YOUR LIVES, INSTEAD.

Hi!

OH, WHAT A NICE LOOKING MAN YOU ARE!

WHAT'S THIS ALL ABOUT ?

WHO ARE YOU?

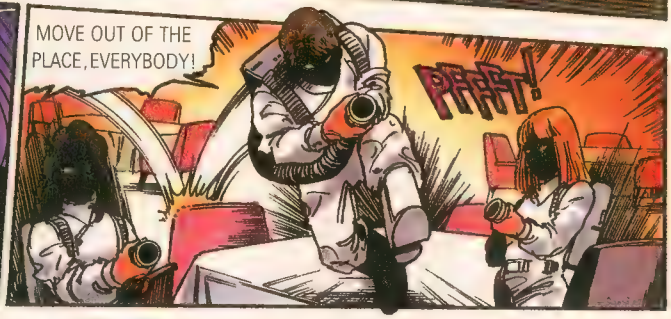
HOW BOLD YOU ARE, HA, HA, HA!

GRRR!!!

EEEKK!!

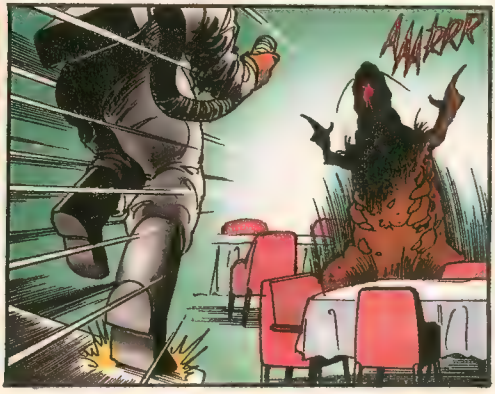
AVAILABLE FOR YOUR NES.®

COMIC FOR YOUR NES® GAME



JIMMY

A YOUNG LEADER OF THE MONSTER BUSTER.
HE HAS A GREAT KNOWLEDGE OF PROPHECIES AND LEGENDS, AND SEEMS TO HAVE SOME TYPE OF ESP POWERS. HE ALREADY KNEW ABOUT THE FLYING WARRIORS AND THEIR NAMES. HE MAY KNOW HOW TO GET TO THE DARK DIMENSION, TOO.



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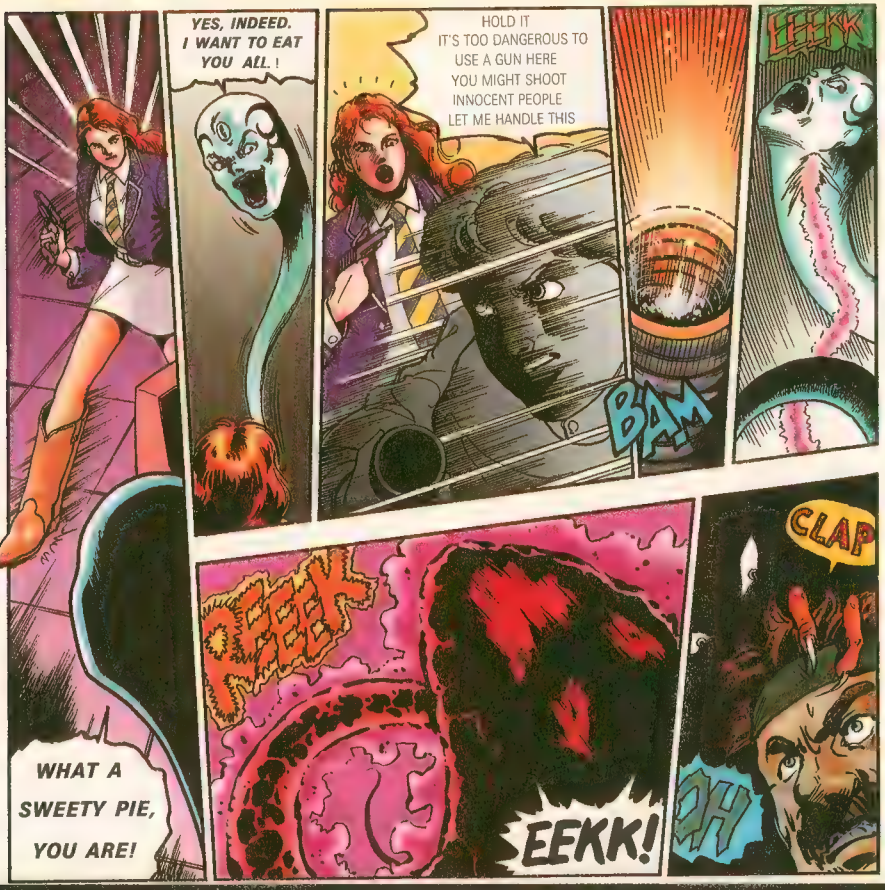
CULTURE BRAIN™



FAN LETTERS

WE'VE BEEN RECEIVING MANY FAN LETTERS.UNFORTUNATELY, WE WON'T BE ABLE TO PRINT THEM ALL, BUT WE'D LIKE TO INTRODUCE SOME TO YOU.

CULTURE BRAIN,
I'D LIKE TO KNOW IF YOU'RE GOING TO MAKE FLYING WARRIORS OR NINJA BROTHERS FULL STORY COMIC BOOKS OF THE SERIES. THE FIRST THING I LOOK FOR IN GAMEPRO MAGAZINE IS YOUR COMIC. IT'S GREAT!

J.R.

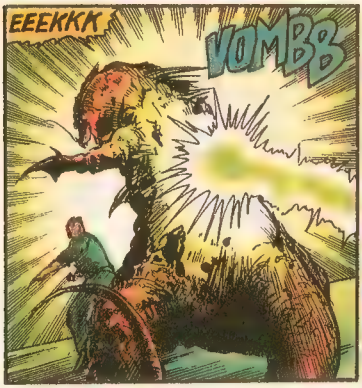
DEAR CULTURE BRAIN,
I JUST FINISHED READING CHAPTER 8 OF "FLYING WARRIORS" IN GAMEPRO AND I THINK IT WAS GREAT! I LIKE HOW YOU TELL THE STORY,BUT ALSO TELL A LITTLE HISTORY ABOUT THE DIFFERENT SPORTS THE FLYING WARRIORS FIGHT IN,IT REALLY MAKES THE GAME INTERESTING!

T.M.

THANKS J.K. T.M., AND BIG THANKS TO ALL WHO SENT US A LETTER. WE ENJOYED THEM ALL. SEND US MORE, AND YOUR LETTERS MIGHT BE PRINTED OUT NEXT TIME. OUR GAME COUNSELOR COLLECTS ALL THE LETTERS, AND PUTS THEM UP ON THE WALL AROUND HIS OFFICE.

WRITE TO : CULTURE BRAIN
U.S. A. INC., 15315 N.E. 90TH.,
REDMOND, WA. 98052.

COMIC FOR YOUR NES® GAME



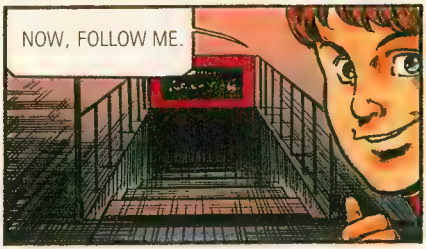
TRIAL GAME! "FLYING WARRIORS" TRIAL GAME!

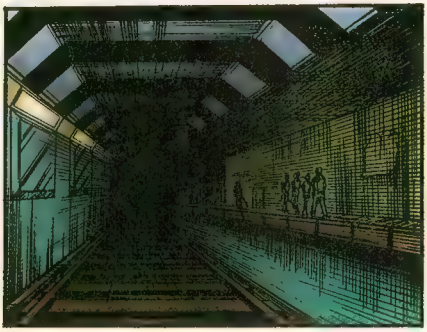
Have you tried Culture Brain's game "FLYING WARRIORS" yet? no? why not? maybe it's because your local toy store doesn't carry any,or you don't know if it's a good game or not. or you simply don't have enough allowance money to buy one. But, you want to play it. right? right. Here's good news for those who haven't played "FLYING WARRIORS", but wants to try it out. We are going to send to 200 people our game cartridge on a trial basis, on the condition of submitting a review upon returning it.

FOR MORE INFORMATION. WRITE TO :

CULTURE BRAIN USA, INC.
15315 N. E. 90TH".
REDMOND, WA. 98052

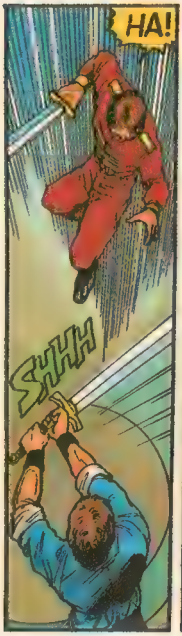
CULTURE BRAIN'S

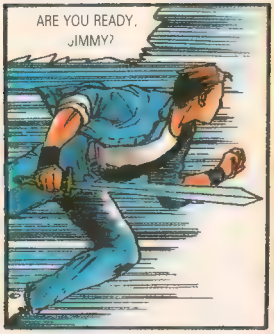


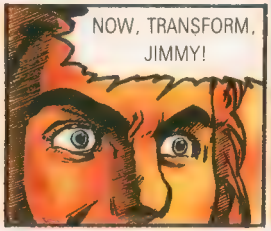


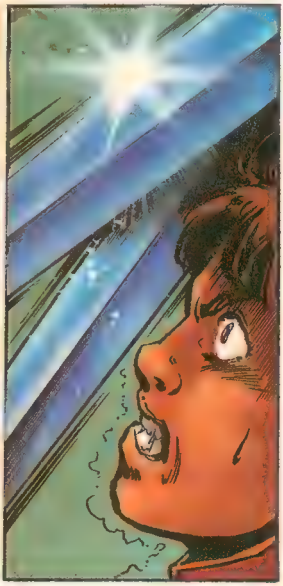
AVAILABLE FOR YOUR NES.®

COMIC FOR YOUR NES® GAME









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CULTURE BRAIN™

AWAKE, JIMMY, THE FIFTH FLYING WARRIOR!

TRANSFORM!!

FLYING WARRIORS™

WHAT'S GOING ON? IS HE OUR COMRADE, TOO?

THE PROPHECY CAME TRUE TO PASS. NOW, I'M LEADING YOU TO THE DARK AS IS FORETOLD. BUT, I COULD BE A GOD OF DEATH TO YOU.....

TO BE CONTINUE.

ONLY FOR YOU!! HOT NEWS FROM CULTURE BRAIN, U. S. A. !

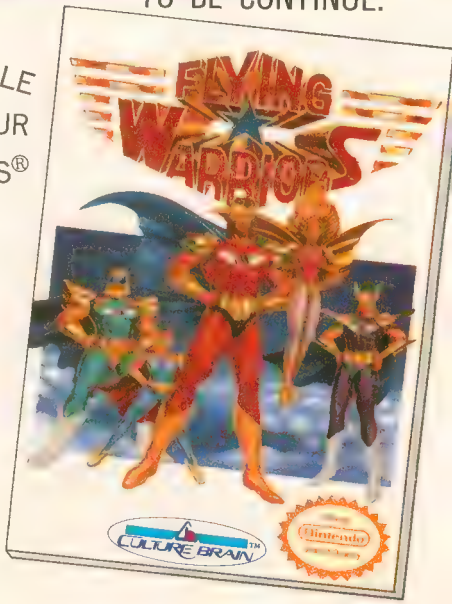
OUR NEW

"FLYING WARRIORS"

FOR YOUR NEW

SUPER NES™!

AVAILABLE FOR YOUR NES®



THIS IS CULTURE BRAIN'S SECRET, AND NOBODY ELSE KNOWS ABOUT THIS YET, BUT YOU, BECAUSE YOU'RE SOMEONE SPECIAL. SINCE WE'VE STARTED THE "FLYING WARRIORS" COMIC LAST YEAR, WE'VE RECEIVED LOTS AND LOTS OF GREAT. RESPONS EVERYONE LOVES BOTH THE COMIC & THE GAME! IT BECAME ONE OF OUR BEST SELLERS! OUR PROJECT TEAM HAS BEEN WORKING VERY HARD TO DEVELOP AND MAKE THIS "FLYING WARRIORS"GAME EVEN BETTER.THE GRAPHICS WILL BE FURTHER IMPROVED AND BE MORE STUNNING! YOU'LL ENJOY MORE REALISTIC MOVEMENTS AND COOL ACTION. IT'LL BE REALLY DIFFICULT TO PUT IT DOWN AN AWESOME GAME FOR AWESOME KIDS!

WRITE TO US AT : CULTURE BRAIN U.S.A. INC., 15315 N.E. 90TH.,REDMOND, WA. 98052

WE'RE STILL ACCEPTING MORE RESPONSES ABOUT THE TOURNAMENT TOO!

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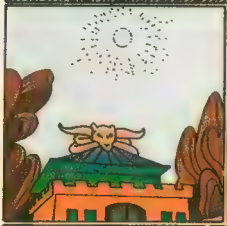
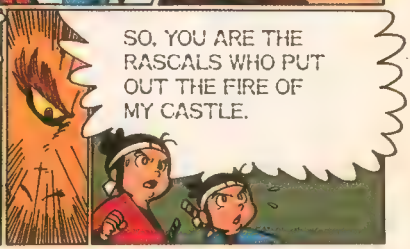
Little NINJA BROTHERS
GOSH, IT'S HOT!! HI, WE'RE JACK AND RYU. WE WERE SO DISAPPOINTED TO FIND OUT THAT THE BLUBOLTAR WE DEFEATED LAST MONTH WASN'T A REAL BOSS OF THE YOMA CLAN. NOW WE WERE TOLD THAT THE REAL BOSS IS IN MT. CONE RUM. IN ORDER TO GET TO THE MOUTAIN, WE HAVE TO GO THROUGH THE FIRE CASTLE AND FIGHT AGAINST THE BRUTAL DEVILLIAN.
VROOOOM
LOOK! IT'S THE FIRE CASTLE!
CULTURE BRAIN
WHEEWW! A FIRE CASTLE IN A DESERT? THAT'S WHAT WE NEED.
IT'S STRANGE, THE BRAKE DOESN'T WORK!
HEY, YOU'VE GOT TO BE KIDDING. THIS IS A BRAND NEW DRAG-STAR FROM THE EMPEROR CHIN!
I DON'T CARE WHERE WE GOT IT. WHEN IT DOESN'T WORK, IT DOESN'T! WHAT ARE WE GOING TO DO?
HEY, WE'RE GOING TO CRASH INTO THE CASTLE. GET OUT!!
OW, OW, OW! THE FIRE GOT ME

Little Ninja Brothers

AVAILABLE FOR YOUR NES®

THE COMIC SERIES WILL DIFFER SHGHTLY FROM THE NES® AND NINJA BOY™





AVAILABLE FOR YOUR GAME BOY™

GAME OF THE SAME TITLE PLEASE A CKNOWLEDGE THIS.

NINJA BOY

STAY THERE. I'LL GET YOU NOW.

OW, OW, OW. THIS FIRE CHASES AFTER ME.

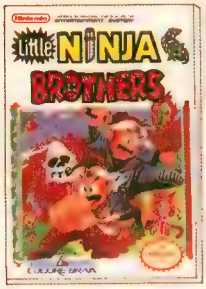
HERE, TAKE THIS!

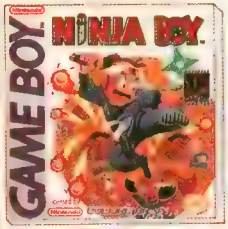
I HATE IT, GO AWAY!

I'M GOING TO MINCE YOU UP.

SWISH, SWISH, SWISH,

OH, MENTOR, HELP US!





RUSH TO YOUR LOCAL TOY STORE!

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The Faery Tale Adventure

By Videohead

Want to spend a couple of weekends running, slicing, and shooting your way across someone else's landscape? Check out Faery Tale Adventure from Electronic Arts. E.A. and New World Computing teamed up to convert the old Microillusions personal computer game of the same name into an exciting blend of real-time hacking and slashing with RPG-style adventure.

Holm Sweet Holm

The land of Holm...peaceful, idyllic, and generally a nice place until the Evil Necromancer absconds with the talisman. Three brothers vow to get it back to restore peace and tranquility to their homeland (Holm-land?). You play one of the brothers as you journey through eight multi-level quests broken down into smaller challenges in 50 different locations including islands, castles, lava-filled plains, a dragon's cave maze, a tomb maze, and, most difficult of all, the Grimwood Maze.

PROTIP: Julian is the best brother.

Julian challenges the Red Dragon.

Might Makes Right

You orchestrate the action via a nicely-drawn, 3/4 overhead view with neat, colorful graphics. To track down the Necromancer you'll use an icon-based menu system and a dialog box to do typical RPG stuff, such as chatting with characters and exploring various buildings. You must also recruit a turtle to take you across seas and a swan to fly you around.

Catch a ride on the sea turtle express!

PROTIP: Leave the swan on the outskirts of the Plain of Grief before attempting the Citadel of Doom.

But you'd best be ready for heavy duty button punching versus skeletons, wraiths, snakes, ogres, big hairy spiders, and goblin bowmen. The major baddies include a dragon, a witch, a dream knight, and, of course, the extra-Evil Necromancer.

You start out with a lousy, little dagger, but soon you'll soon find a mace, a dirk, a bow and arrows, a sword, and last, but best, a wand that shoots blue fire. Magical items include blue necklaces (for teleportation), glass vials (for Vitality), and bird totems (displays a map). Tangible intangibles that are critical to your survival are Bravery, Kindness, and Luck points.

PROTIPS: Visit the Sorceress when you're low on Luck. She'll give you 5 Luck points (which equal one Life), until you're maxed.

PROTIPS: Stock up on inventory items by repeating this move. When you find something you need, grab it and then save and restore your game.

PROTIPS: Low on keys? Save the game before you use one, open a door, and then restore the game. You'll keep the key and the door stays open!

PROTIPS: You can ignore the "Julian is starving" message when you have over 100 Vitality points.

The final battle with the evil Necromancer.

It's 3 a.m. Do You Know Where the Necromancer Is?

Let's get the complaints out of the way first. The music is nice but the game's so long, it gets on your nerves. Other than that, negotiating the deadly Grimwood maze requires a major hike, but then you have to retrace your steps to get out. Why?

See...fairy tales DO have happy endings!

Okay, complaints over. This game is a ton of fun. It'll keep you up late, real late. Then you'll wake up bleary-eyed and play some more. (Good thing there's a password feature.) The final scene is a gas, a real "reversal of fortune." Try it, you'll like it, but play your own music.

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PRO REVIEW

By Road Kill Warrior

Bonk's back in a bodacious, brand-new, brain-busting adventure! This time he's out for revenge in Bonk's Revenge, the latest from NEC.

When we last left our heady hero, he had just stopped the evil King Drool from ruling Moonland forever. But old enemies die hard: King Drool's back with an even more devious and destructive plan. Since he couldn't handle all of Moonland last time, the evil kings cut the planet in half. Bonk must stop Drool and reunite the two halves of Moonland! It's a big job, but Bonk has just the head to handle it.

PROTIP: Bonk's safest attack is from above. Just jump (press Button I) and tap Button II once. Bonk will land head-first right on his victim.

Worlds Apart

To get Moonland back together, Bonk traverses seven perilous levels, bashing Drool's minions as he goes. For those of you who missed the first adventure (Bonk is a little guy with a BIG head) fights by head-butting baddies. How he uses the head-butt is a matter of personal preference. Bonk can jump and hit them from below, drop on them from above, or run up to them. In any case, Bonk's enemies are in for some real headaches!

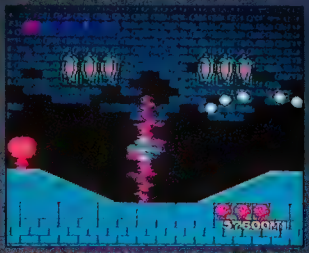
Unfortunately, this all new brigade of bad guys isn't going to take this challenge sitting down. Drool's recruited some mean-looking prehistoric animals, including fire-breathing lizards and ram-paging dinosaurs. Some are so old they're just walking piles of bones! A few of Drool's original minions, such as the dreaded Chikkun Army, have also returned for an encore performance. Don't be fooled by the vaguely familiar faces. These guys are meaner and uglier than ever before!

Mega Bonk!

PROTIP: Some of Bonk's most [illegible] enemies are the "piranha-birds." The only safe way to off one of these foul fiends is to jump up and hit it from below.

As you'd expect, Bonk's got an amazing assortment of level bosses, such as the crossed-eyed Dodogee and the shark-riding, hook-tossing Captain Hook.

Each boss is colorful and cleanly animated with no visible flicker. When you first play, these creatures seem impossible. After you figure out their secrets, though, things go as smoothly as Bonk's head.



PROTIP: The third level end boss (the dancing snow queen) will quickly put Bonk on ice unless he stays all the way to the left or the right side while she spins. Her vulnerable spot is her head.

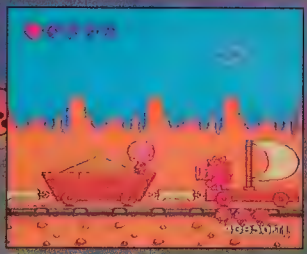
The Bonk with Two Brains

One significant change in the sequel involves Bonk. The first time he gobbles up meat to power up, Bonk looks mean, like he did in his first adventure. But when he powers up a second time, Bonk's head goes bonkers! Now he does three times as much damage with his head-butt, and, when he lands on his new noggin, every on-screen enemy takes damage! Not only that, but Bonk breathes fire! Yes, tap Button II and he spits out flames, frying almost any enemy immediately.

Meat isn't the only thing that beefs Bonk up. Along the way, he can find flowers which enable him to fly! Flying is one of the most important aspects of the game, as it can lead Bonk to areas and power-ups he might not normally be able to reach.

Hmmm, looks like you got the hang of flying by yourself, buddy. Button I, meet the crumble, the entire bonus grounds.

PROTIP: Always wait for bonus flowers in areas that look "safe" enough. In the [illegible] level, jump straight up and then land head first. Any flower in the general area will immediately pop up.



Aiee! Big Monster-Fish!

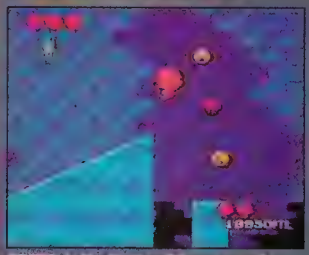
Level-Headed

Bonk's levels take place across a great-looking, always panoramic landscape. Each level follows a unique theme, such as the [illegible] castles in the third level and the sunny beaches and shipwrecked boats of the fourth.

PROTIP: [illegible] Bonk [illegible] the [illegible] cards. If he [illegible] them up, they'[illegible] [illegible] good luck!

Just to mix things up, each level has a different number of rounds. So while the first level may seem short, the fifth will seem like a game in itself.

Bonk's got great bonuses, the time, too. Each level has flowers that lead to one of eight, different bonus rounds. The rounds are huge and they're funny, too. In one round, Bonk goes fishing – not with a pole, mind you, but with his entire body! Another is similar to those hit the volume games at the arcades.



PROTIP: In the "scenery" bonus round, don't try to stop. If you do, Bonk will just keep moving and slide off an edge. In short, maintain a steady pace and hope it isn't the last it is so bad.

The bonus rounds are also Bonk's key to success. In each round Bonk can earn Happy Faces. If Bonk has collected enough faces by the time he beats an end boss, he becomes eligible to ride the Monster Train, where each passenger gives Bonk something special, such as meat, an extra heart, or even a free Bonk.

Bald Ambition

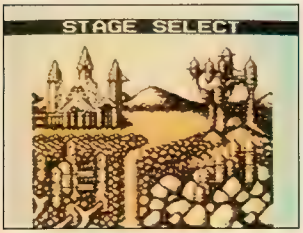
Bonk's Revenge is an excellent game which shows the TurboChaI at its best. Gorgeous tunes and colorful characters make the game fun to play and the challenging, though not impossible, gameplay makes it enjoyable for gamers of all ages and skill ranges. We can only hope that King Drool's next of kin carries on the tradition of oppressing Moonland, so Bonk can return once again!

GamePro's Game Rating System

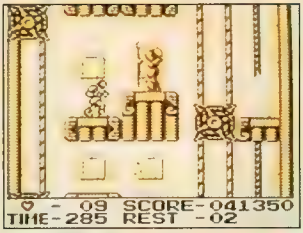
Bonk's Revenge by NEC
Price not available

By Slasher Quan

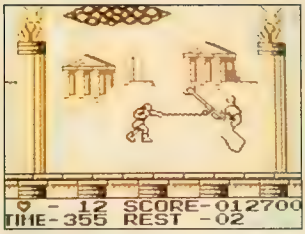
As the saying goes in Transylvania, "a vampire hunter's work is never done." True to form, the original blood-slurper himself, Count Dracula, just made sushi out of Christopher Belmont's first born and heir apparent, Soleiyu. Now Chris is really peeved. Get ready for Belmont's Revenge!



Choosing your path.



Castle of hassles.



Simon the Whipper snapper.

Quintuple Castle Mania

If you thought the original Konami black and white behemoth was a nightmare, wait 'til you get a load of part two! Not one but five castles contain evils unimaginable by mortal men. You must conquer the first four, Plant, Crystal, Rock, and Cloud, (in any order) before you raise ruckus in Drac's personal haunt. Just so you won't have to go to hell and back again in one day, a password is provided.

PROTIP: You can continue at the half-way point of each castle, but the password only works after you terminate the fortress.

Each castle environment is suited to its name, such as the swampy organic settings in Plant and the wispy surfaces in Cloud. There are also plenty of traps and snares out to put the crush on Christopher, including grinding gears, counter-weighted platforms, and smashing spikes. Belmont can climb ropes as usual to avoid some of these and shimmy down at super speed in a pinch.

PROTIP: When you're scampering on fall-away blocks, forget about dispatching the bats – just keep moving and don't look down.

Whip Out Yer Weapons

Never foolish enough to walk the shadows without protection, Christopher's coffin-crushing arsenal is sharper than ever. His regular lash powers up to a rootin' tootin', fireball shootin' morning star. In addition, he can round up the Battle Axe or Holy Water and gather Hearts to drive them.

PROTIP: Whip every block – you never know where a Pork Chop, Large Heart, or extra life might be hidden. Look for this 1-Up in Crystal Castle.

Whether it's roly-poly eyeballs, menacing mouth-cannons, or screwy skeletons, there are enough disembodied body parts to keep your whip crackin' and the bones snappin'. Also, watch out for bats, dark knights, boomerang bullies, and they-came-from-the-goop zombies. To make matters even gorier, at the end of each castle resides a you know what...

PROTIP: After you whack a spider, scale its thread to safety.

PROTIP: Most spooks predicate their entrances with a quick warning, like peeping eyes in the wall or shadows in the river. Get the jump on them and strike first.

PROTIP: Beat Kumalo and Nimbler's toast – and vice versa. Use your axe to block their blasts and score the kill at the same time.

PROTIP: No serpent bothers Christopher Belmont, even if he is Drac's favorite pet. Watch for the rumbling of the ground and crack the whip just as his head appears.

PROTIP: Iron Doll is big, ugly, and easy. Make mincemeat out of him with the whip and run under his leaps and finish him off after he sheds his armor.

Transylvania Attractions

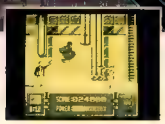
You gotta love the Castlevania series – it's filled with great graphics, terrific tunes, guts and gore galore, and it inspires some truly awful puns. "Stake" out your local retailer for Belmont's Revenge!

Castlevania II: Belmont's Revenge
by Konami
Price not available
Available September

DARKMAN

Once he had a normal life, and a brilliant medical career— creating synthetic skin for accident victims. Attacked by sadistic criminals, he became a victim— his face burned beyond recognition. Now Darkman walks the night, seeking revenge on those who destroyed his life.

DARKMAN



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GAME BOY

Ocean of America, Inc.
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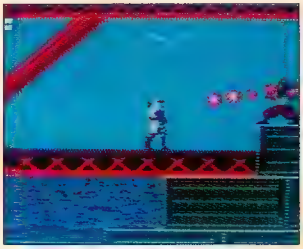
GAME GEAR

PRO REVIEW

SHINOBI

By Gideon

Sega's enlisted the services of their all-time greatest ninja warrior, Joe Musashi, for a brand new multi-leveled Shinobi adventure! Break out your shurikens, ninja fans, this Game Gear game is fresh!



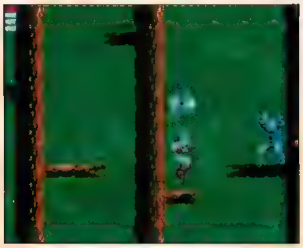
PROTIP: You can wipe out some enemies from below. This way you strike it without fear of reprisal!

PROTIP: Once you learn the location of power-ups and extra health units, plan your strategy accordingly. If you have a full health gauge, attack your enemies first, then return to replenish your health units.

Who Ya Gonna Call?

When a powerful evil force invades Neo City, the Master of the Oboro school of Shinobi dispatches his best students, the Blue, Green, Pink, and Yellow Shinobis, to investigate. Now they've disappeared. It's up to the oldest, wisest, and strongest pupil, Joe Musashi – the Red Shinobi, to rescue the missing ninjas and rally them to destroy the City of Fear!

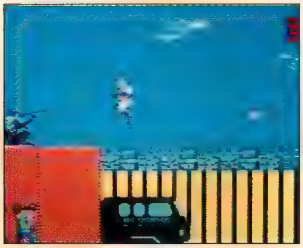
Musashi must travel through four parts of Neo City including downtown highrises, a raging river that leads to a huge waterfall, tankers moored at the city harbor, and an abandoned pagoda.



PROTIP: Most of the enemies shoot and attack in a set pattern. Step back to study their patterns before you attack.

PROTIP: Since you have a limited amount of Ninjutsu power, it's best to save it for the end of each level.

An army of evil ninjas and warriors hides behind every corner, rock, and bush! Enemies include mallet-carrying strongmen, archers, flame throwers, flying disc throwers, nunchuk-throwing women warriors, and ninja frogmen. Bosses await Shinobi at the end of each level – a killer helicopter, a hot-to-chop black ninja with dual swords, a giant robot, and a giant hovering mask of death.



PROTIP: You often hear most enemies before you actually see them. Keep alert and stay ready for danger!

Team Shinobi

Upon defeating each level's boss, you free one of the captured Shinobis and add them to your team. Each Shinobi has a weapon, a special ability, and a secret Ninjutsu power – Joe carries a sword and creates earthquakes, Blue Shinobi hurls a crescent blade yo-yo and becomes a human tornado, Yellow Shinobi throws spheres of "Shinobi force" and forms an invincible lightning barrier, Pink Shinobi pitches bombs and flashes a blindingly bright light, and Green Shinobi throws shurikens and projects a powerful, screen-clearing blast.

You start with five lives, four health units per life. An assortment of bonus items appears throughout each level including valuable 1-ups, extra health units, and Ninjutsu power-ups.

PROTIP: Always jump back after touching a bonus item. It might be booby-trapped.

Shrimpy Shinobi?

Shinobi is a fast-paced and challenging game regardless of its size. Gameplay is extremely smooth and the detailed graphics are astounding! The game maxes out the Game Gear's superior range of color values and renders extremely smooth character and background movements. You'll love the nasty thunder storm special effects in the harbor level!

Shinobi's only major drawback is that it's limited to 4 levels and 3 rounds per level. A game this good makes players wish it could go on and on! Shinobi's a sure bet!!

Shinobi by Sega
$39.95
Available now, 2 megs

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LYNX

PRO REVIEW

A.P.B.

By Rigor Mortis

Once again Atari dips into its bag of arcade hits and pulls out a pint-sized but faithful translation for the Lynx – A.P.B! A.P.B. stands for "All Points Bulletin," the radio call sign used to alert the police to an important announcement. Well, here's an A.P.B. for all Lynx lovers out there!

Calling All Cars

You are Officer Bob, a green-as-grass rookie cop fresh out of the academy assigned to patrol the streets of the big and nasty city. This overhead 360-degree-scrolling game, places you in a squad car armed with a gun and a siren. At the start of each day you get an assignment with a quota of criminals to apprehend.

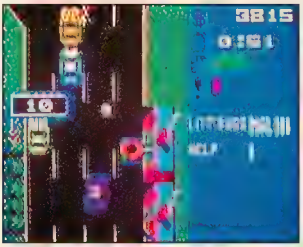
Criminals drive vehicles and range from fairly innocuous litterbugs and speeding taxi drivers to ruthless assault bikers and bomb-tossing murderers! There are two ways to apprehend the violators: point your crosshairs at the suspect and hit the siren or ram the offender's car several times. Once you gain experience you receive a sudden A.P.B. calling for the arrest of a major criminal!

PROTIP: Sound the siren only when you have the suspect in your sights. Using the siren too much will scare the baddies straight and make you miss your quota!

Make your quota or face the sergeant's fiery wrath!

To Serve and to Protect

Good A.P.B. police work requires sound judgment as well as quick reflexes. Each day you only get a certain amount of fuel and time to meet your quota. Fortunately, the city streets are filled with donuts and donut shops, which provide valuable time, and gas stations.



PROTIP: Load up on as many donuts as you can. Time left over after making your quota earns you extra bonus points which help to erase demerits!

Make a wrong move and you get Demerits. Ten means you must turn in your badge and return to civilian life. You get Demerits for errors such as running over pedestrians, blowing up your car, and failing to meet your quota. Every 8,000 points erases a Demerit, and the thieves have also dropped money bags, which contain valuable bonus points, Demerit credits, and other goodies. Be careful though, some money bags are booby-trapped!

PROTIP: The training course is a free bonus buffet! Load up on as many as you can get within the allotted time!

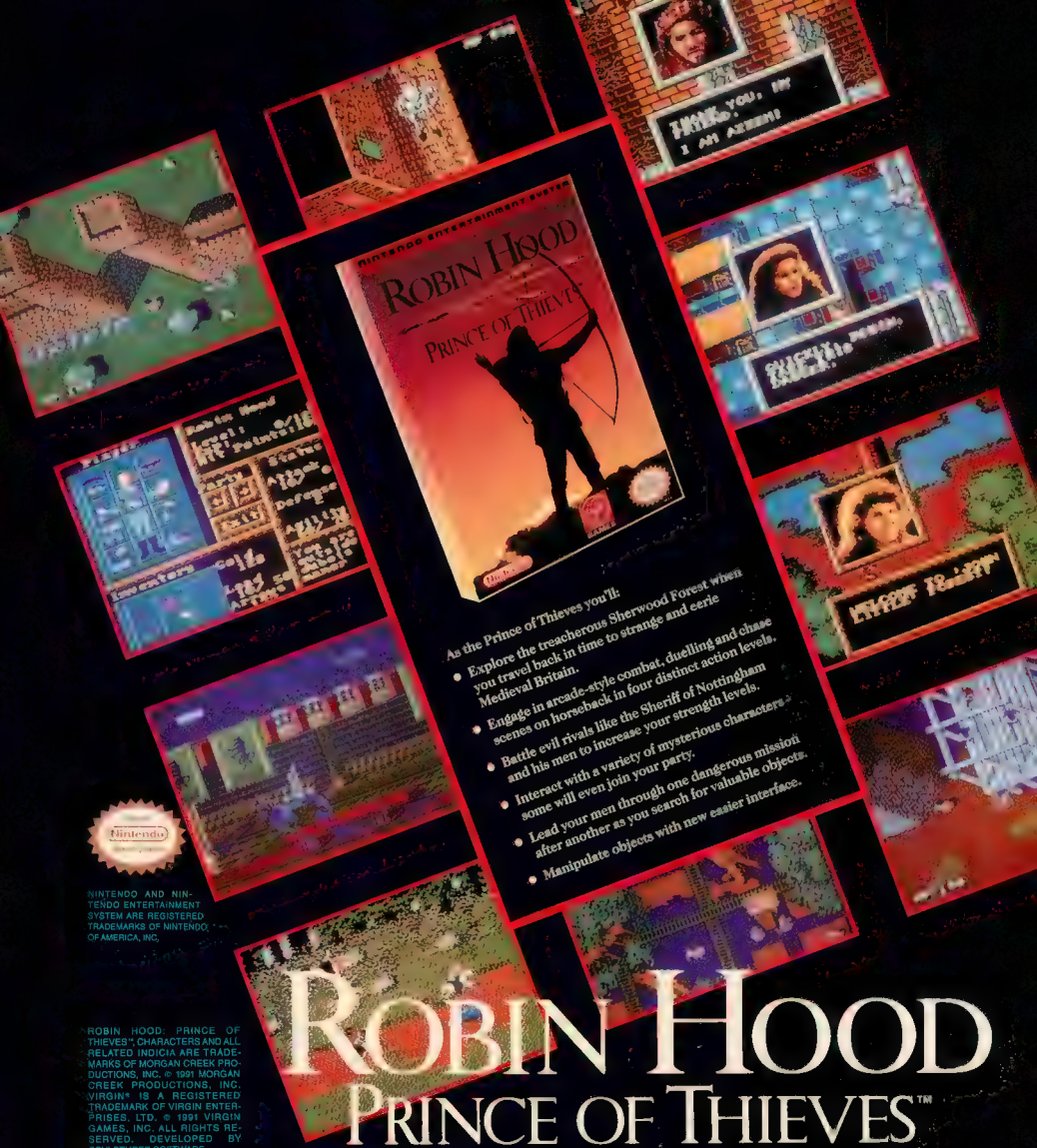
Every couple of days or so, you receive a budget that enables you to purchase upgrades for your squad car such as faster acceleration, tighter brakes, radar, armor, and a gun.

An Arresting Adventure!

A.P.B. is a top cop cart. It's extremely fast-moving and challenging. The colorful graphics are very detailed and well-rendered. Check out all the little details on the buildings and at the sides of the road. The music and sound effects are also well done featuring amusing digitized voices, which cheer you on and guide you throughout the game!

A.P.B. is a solid, entertaining Lynx hit sure to please video rookies and veterans alike!

A.P.B. by Atari
Price $39.99
Available now, 1 meg



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SWAT

TIPS·TACTICS HOT PASSWORDS

Castlevania III (Nintendo)

Super Passwords

Check out these passwords to begin on the last level of Castlevania III with 10 men. Each of the three summons a different spirit as your partner.

HELP ME

	♥		
♥			
		♥	
†	†		♥

Ten Men and Alucard

HELP ME

†			
		†	
♥	†		†

Ten Men and Grant

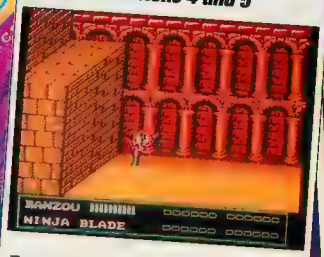
	♥		♪
♪			
		♪	
†	†		♥

Ten Men and Syfa

Douglas Trueman, Alberta, Canada

Double Dragon III (Nintendo)

Jump to Missions 4 and 5



To continue in the fourth and fifth missions of the game push Up, Down, Left, Right, B, A, and Start during the "Game Over" screen. You need to do this trick quickly for it to work.

Chad Napier, Bucyrus, OH

Super Mario (Nintendo)

The Classic Flagpole Trick

You can control the number of firework explosions you get at the end of a level. When you reach the flagpole, watch the time. If the right-hand digit in the time is a six when you jump, you'll get six firework explosions. If the right-hand digit is a three, you'll get three explosions. Finally, if the right-hand digit is a one, you'll just get one explosion.

Earl Alexix, North Los Angeles, CA

Cyberball (Genesis)

Take the L.A. Assassins to the Playoffs

Here are passwords for each week of the season for the Los Angeles Assassins:

Week 2:	6BBB BBLV BFTV
Week 3:	6VBB BBXX BFPV
Week 4:	6XBB B7VI BFJX
Week 5:	6IBB BBNV BFMX
Week 6:	6LBB B7OX BF4X
Week 7:	6KBB B7IV BFYX
Week 8:	6MBB BBOX BFCX
Week 9:	6OBB B8CI BFTI
Week 10:	6FBB BLVI BFOX
Week 11:	6CBB BLIS IFMI
Week 12:	67BB B8KI BF6X
Week 13:	64BB B5GS IFDI
Week 14:	6RBB B5OS IFII
Week 15:	6TBB B5PS IF7I
Week 16:	68BB B5PS IF7I

The Playoffs and $999,900:

Round 1:	6ZBB B5PS IF5I
Round 2:	6DBB B5PS IFGX
Round 3:	6UBB B5PS IFLI

The Cyber Bowl and $999,900:

65BB B5PS IFGX

Some tricks of the Cyberball trade

On offense, run the following four plays for easy scores:

1. **Axle Grind:** To score quick TD's throw to the left wide receiver.
2. **Sunday Ride:** For quick yardage to cross the 50 yard line throw to the left running back.
3. **Zig-Zag:** For quick yardage or for scoring inside the 10 yard line throw to the left running back.
4. **Suicide:** To score extra points after TD's or for scoring inside the 10 yard line throw to the left running back.

On defense, to stop the computer with negative yardage and lots of safeties run this defensive play:

1. **Prevent:** For the sack, blitz your linebacker around the left side of the offensive line.
2. **3-4 Defense:** When the computer is inside of your 10 yard line, blitz your linebacker around either side. Be sure to use your powerbooster to get to the QB.

To score on kick returns, run between the two men on the right and then run up the sideline. If you do this correctly, you'll score every time.

James R. Geiger, Fort Worth, TX

September 17th, 2087

Vol. XXXXIV, Issue XXXIXVXI

GALAXY GAZETTE

Aerostar Blasts To Earth!

It has been many years since the Intergalactic Council allowed the earth to be populated after a series of devastating wars. In the years following our return we as a people have struggled for survival. The most difficult battle is still ahead. At this writing, mutant forces are wreaking havoc on our defenseless planet.

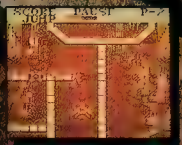
Our cry for help has not gone unanswered. The Intergalactic Council has made an effort to stop these violent attacks by deploying AEROSTAR. This state-of-the-art nuclear-generated vehicle of destruction is ready to face the most intense combat. Unfortunately, AEROSTAR is missing the most important factor—a pilot.

As the search for our defender persists, conditions on earth grow worse. The human people can only hope salvation is near.

AEROSTAR

Intergalactic Council Meeting Today.

members from nine galaxies are discuss the future forces. They hope to reach an agreement on which to destroy the enemy. Earth lea attacks. Intergalactic Earth soon.



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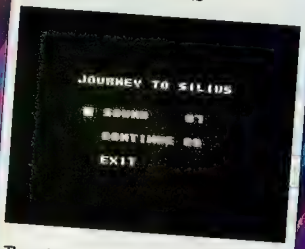
TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Journey to Silius (Nintendo)

Continue and Sounds



There is a way to earn nine continues and check out the sounds in Journey to Silius. During the title screen press Button B 33 times and then hit Start.

Juan Madrigal, South Gate, CA

Hard Drivin' (Genesis)

Beat the Phantom Photom

If you can't beat the Phantom Photom on the stunt track then beat him on the speed track. In the championship lap turn right instead of going straight ahead. You'll pass over the turn signs and find yourself battling the Phantom on the speed track.

Juan Miguel Alatorre
Guadalajara, Mexico

Sonic the Hedgehog (Genesis)

Level Select

To pick any level in Sonic just try the following pad trick: Hit Up, Down, Left, and Right during the title screen. If you do this correctly you'll hear a bell. Next, hold down Button A and press Start. You're ready to pick your level.

Norm Karns, Costa Mesa, CA

Penguin Wars (Game Boy)

Stage Select

During the character screen press and hold down Left and Button B, and then press Button A. A number appears in the lower right hand corner of the screen. Press Up and Down to choose your round.

Austin Hunt, Boise, ID

TMNT: Fall of the Foot Clan (Game Boy)

Invisible Turtle

During the title screen hold down A, B, and Select, and then press Start. During the configuration mode screen continue to hold down all four buttons. Continue to hold down A, B, and Select, and then press Start on Stage 2. In Stage 2 go to the second bonus stage and make sure you have only one energy. While you're flashing reset the game by pressing A, B, Select, and Start. During the title screen again, press A, B, and Select, and press Start. During the configuration mode screen continue to hold A, B, and Select. Choose Leonardo. When the screen says "Stage 1" press A, B, and Right on your control pad until the screen comes on. Now you're "invisible." To stay invisible do not enter any bonus stages.

David deBeauvernet, Bellerose, NY

Psychic World (Game Gear)

Level Select and Sound Test

To pick your level and hear Psychic World's sounds simultaneously hold down Left and Up and Buttons 1 and 2 during the title screen, and then push Start.

Jon McEntire, Fostoria, OH

James Pond (Genesis)

Secret Warp

During the first area of James Pond open the Lobster Cages until you reach the Exit. Open the Exit and then return all the way to the left. Just before the end press Down – you'll warp to Stage 6! Go up to the top of the screen to a small underwater ridge and press Down you'll warp to Stage 11.

Renee Buck, Brunswick, ME

Revenge of Drancon (Game Gear)

Bonus Round

Here's how to reach the bonus round in Revenge of Drancon. After you pass the sign with the number "2" on it you'll come to a snail on the ground. Right above it is a banana in a tree. Kill the snail and jump high to get the banana. After you grab the banana a red bag appears where the banana was. Grab the bag and Ronnica will escort you to the bonus game. While you're in the bonus game don't grab the red bag unless you want to leave the bonus round.

Arian Yee, Honolulu, HI

Shadow Blasters (Genesis)

How to Beat Ashura

There is an easy way to beat Ashura, the final boss in Shadow Blasters. When you reach Ashura just start spinning in circles and blast him when you get the chance. You'll take some hits but if your ship is high you'll blow Ashura away in no time at all.

Joshua M.B. Goldstein, Shillington, PA

Light Boy is Bound to Attract Attention!

I can't take my **Light Boy** any place without making a commotion. All I wanted was a few private moments on the Game Boy before the offense got off the field; but now I've got these rookies from the other team in here. They like the way **Light Boy** makes the Game Boy screen light up in the dark. The 1½ times magnification is great, too. **Light Boy** is bound to attract attention. Now, how do I get rid of these guys?

- Bilateral lighting
- Batteries included
- 1.5 magnification
- Replaceable light bulbs

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S.W.A.T.

TIPS·TACTICS HOT PASSWORDS

Mickey Mouse: Castle of Illusion (Game Gear)

Secret Treasures

To grab two secret treasure chests go to the very far right of the forest in Level 1. You'll discover two treasure chests in the bottom left hand corner of the screen. Jump on the chest on the right and then jump up to the right side of the screen in one motion. Two treasure chests appear just above and to the right of the first two chests. Quickly jump onto them. They will break open and two coins will appear, both worth 2,000 points each.

Tony Zubia, Oxnard, CA

Mickey Mouse: Castle of Illusion (Game Gear)

Secret Life

There's an extra Life in a hidden room in Level 4 of Mickey Mouse. To find it enter the coffee cup screen. Exit the coffee cup and jump across the three rotating platforms until you reach the first dancing Letter A. Climb the ladder to the left of the screen until you reach a room with two bugs, a button, and a barrel. Kill the bugs by throwing the barrel and the button. The button disappears, but you can use the barrel to climb up the ladder on the right side of the screen. You'll enter a screen where there's another bug to the right. Kill the bug by jumping on it and continue to the right until you reach a second dancing Letter A. Pass the Letter A and keep going right. You'll come upon a tiny drop in the floor that looks like it was made out of wood. The drop is just big enough for Mickey to fit into. Jump up by pressing Button 2 twice so that Mickey comes down on his behind. This pops the floor and allows Mickey to enter a secret room with two treasure chests containing a coin and a free Mickey!

Tony Zubia, Oxnard, CA

BoxyBoy (TurboGrafx-16)

Password!

To reach Level 250, the final level, use the code: MICKY. This enables you to play all of the stages prior to this stage too.

Matthew Zender, Las Vegas, NV

Bomberman (TurboGrafx-16)

Passwords!

1-1	RXYRNEKA
1-2	UUOWMNEE
1-3	UKFLHLVG
1-4	RURHLPPN
1-5	UOBZJMEU
1-6	MXFEOLYH
1-7	MXFEOGAH
1-8	UXYKHLVH
2-1	UCBZVPEU
2-3	UKRZSGVG
2-4	UBCZTEVV
2-5	UAKKVORA
2-6	UBHZVOSV
2-7	UUVKWBRA
2-8	RXYHITHH
3-1	UWKKOVST
3-2	RBCBJHLH
3-3	MUCCLEVN
3-4	MCHNJMCP
3-5	RAHNQHZC
3-6	MBNNJHZK
3-7	MACCJMVN
3-8	UCCHGPEP
4-1	MXVCNNUH
4-2	RUNANMPS
4-3	ROCCNNZV
4-4	MCHNQPRT
4-5	RAHNQQZV
4-6	MAFCIPET
4-7	RKOCNWVE
4-8	RUWAIWNU
5-1	UCBHLHPU
5-2	UCFHLHPN
5-3	RUNNLJEL
5-4	RUHNGSEY
5-5	UBZHLGAT
5-6	RWANPTVR
5-7	RBECPLVE
5-8	MWECWVTS
6-1	RBBCJEVE
6-2	UBWZBMHK
6-3	RCRBQPEL
6-4	MKHAMQVH
6-5	UOOZNQTA
6-6	UOYZNQTE
6-7	MXCEMVCA
6-8	UOOZNSTZ
7-1	UOOZMITA
7-2	RWGYJNVG
7-3	MACEWGYP
7-4	RCKBJNEV
7-5	UKOZJJAG
7-6	ROWBGIEU
7-7	RULYGQEL
7-8	RBFBHNVG
8-1	UCEOTHNU
8-2	MXLEPHKH
8-3	MAXEGISN
8-4	MORAPBNP
8-5	MWOEGSRK
8-6	MXZEPTGK
8-7	MBKAGERK
8-8	UXAFSOKH

Paul Elliot, Mammoth Lakes, CA

Keeping It Portable Was Tough...Until Now.

Expanding your Game Boy system does not mean giving up portability; not now. The rugged Light Boy ***GAME KEEPER*** is a durable and practically designed hard-shell case for everything you will need to get the most out of your Game Boy system.

With special compartments for your Game Boy, Light Boy, Rechargeable Battery Pack, Six Game Paks, Game Link, and Ear Phones, the Light Boy ***GAME KEEPER*** allows for on-the-go action. A port is even provided to allow the cord for the battery pack to pass through to Game Boy. If you have a battery pack, you can keep it inside the ***GAME KEEPER*** and still provide the power to keep your Game Boy going on the outside.

Never again will you have to sacrifice power for portability.

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S.W.A.T.

TIPS·TACTICS HOT PASSWORDS

Blue Lightning (Lynx)

Bonus Points

Go for an easy 45,000 points during the Canyon Run (fourth stage). Type in the code "Bell" to reach the fourth stage. After you take off wait for 30 seconds and DO NOT FIRE! When 30 seconds are up, fire your afterburners. When you reach the end of the stage, you'll get a lunatic bonus.

Toby Merrill, Spring Grove, IL

Ms. Pac Man (Lynx)

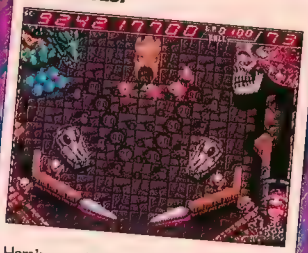
Extra Lives

To snag five extra lives in Ms. Pac Man begin a normal game and try the following trick: Pause, B, B, B, A, A, A, Option 1, B, B, B, A, A, A, Option 1, and un-Pause. If you've done the trick correctly you'll have five extra lives!

Robert Vodegel, Moreno Valley, CA

Devil's Crush (TurboGrafx-16)

Passwords!



Here's a code that gives you 924,000,000 points and 73 balls:

EFGHIJKLMB

Here's a code where you select a two player game but you only get a one player game

AAAAAAAAAAAAAAAAB

(You'll also have unlimited balls).

Zach Smith, Appleton, ME

Mickey Mouse: Castle of Illusion (Genesis)

Check Out the Secret Passageways

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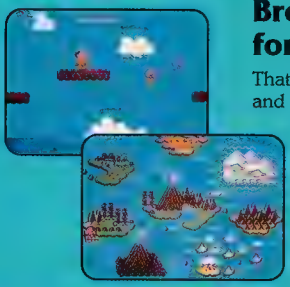

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ASK THE PROS

Nintendo

The Immortal

Dear ASK THE PROS,
How do you defeat the dragon in The Immortal?

Micah Hood, Ann Arbor, MI

Dear Micah,
To defeat the dragon and finish the game first use the Blink spell six times to avoid the dragon's first six flame bursts. By this time the dragon is tired and it will try to blast you with one final LONG blast. Wait for his second inhale, then use the Flame Protection Scroll.

This dragon will huff...puff...and fry you like a cheeseburger...

...unless you use your flame protection scroll at the right moment.

If you make it this far, hold the amulet up to the light, BUT DON'T READ THE RUNES. This will frighten the dragon and keep him from attacking you further. This will also summon the Wizard Mordimer. Mordimer will try to fry you with his lightning bolts. Use the Statue Scroll three consecutive times to defend against his lightning bolts. Mordimer will try to fake you out after casting three bolts. The key is to watch the dragon's head. The dragon will always follow the lightning. When Mordimer tries to fool you, the dragon will continue to stare at Mordimer. Next, he'll try three more lightning bolts; use the Statue Scroll three more times.

OK...if you make it this far, Mordimer will exclaim that "you have no more defenses and prepare to die." After he says that, use the Magnetic Hand spell to suck the amulet from his hand to yours. And then watch as the dragon makes a Mordimer shishkebob.

The Simpsons: Bart vs. the Space Mutants

Dear ASK THE PROS,
In The Simpsons: Bart vs. the Space Mutants there's a dinosaur on Stage Four. I've tried jumping over it, but I fall off the ledge. I've also tried shooting it, but that didn't work. Can you help me?

Angel Morales, Jr., Tucson, AZ

Dear Angel,
To get by the dinosaur you must stand on the third platform. From there you can jump onto the dino's head. Jump on his head three times and he will move out of your way. There are two versions of the Simpsons game on the market. In the first version, there will be no noticeable effect when you jump on the dinosaur, but after the third jump he'll go away. In the second version the dino flashes every time you land on him.

Castlevania III

Dear ASK THE PROS,
In Castlevania III, I can't beat Dracula. How do I defeat him in his three forms?

Derek Coleman, Waterford, N.Y.

Dear Derek,
The easiest way to defeat Drac in his three forms is to choose Sypha as your character. By using Sypha and the Great Bolts of Lightning you should have little trouble with Dracula in any of his forms.

Genesis

Final Zone

Dear ASK THE PROS,
I'm having trouble with the last guy of Final Zone. I just can't beat him. I used my Help and Spread Gun (both are heat-seeking missiles), and I still can't beat him. Please help me.

David Thurston, Roxbury MA

Dear David,
When you begin the final battle against the last guy in Final Zone (another NAP), he'll be spinning in front of you. Switch to the Ray Gun as your primary handheld weapon and any other fast firing weapon (such as the Vulcan Cannon) as your secondary weapon. As the other NAP appears in front of you, you have approximately 4 seconds to do as much damage as possible before he stops spinning and attacks. Use the Ray Gun during these four seconds because it does the most damage. When he stops spinning, run away from him and hide behind one of the partition walls. Position yourself in one of the corners of the playing field and wait for the NAP to approach you. When he approaches, blast him as many times as you can with the Ray Gun until he gets almost close enough to punch you, then run away again to another corner. The hit-and-run strategy is the best in this situation. If you're lucky, you'll be able to pin him in a corner and destroy him quickly, otherwise keep using the hit and run strategy to succeed.

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QUESTION K: Legendary Axe II (TurboGrafx-16)

Dear ASK THE PROS,
How do you beat King Zach in Legendary Axe II? I keep trying, but I always fail.
Kirk Bennion, Cary, NC

King Zach attacks!

QUESTION L: Star Tropics (NES)

Dear ASK THE PROS,
In Star Tropics Chapter 3 I can't seem to find the fortune teller's crystal ball or the "ghost village's" boss. Where are they? Help!!!
Shaun Daugherty, Lancaster, CA

So what do you say, GamePros? Send your answers to:

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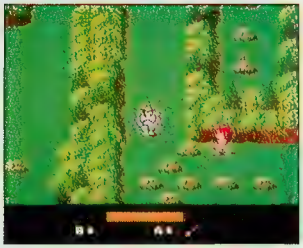
SHORT SHOTS

Nintendo

Day Dreamin' Davey (HAL America)

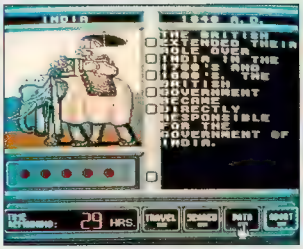


The teacher's screaming, his classmates are laughing, but, hey, Davey doesn't mind he's got a daydream...or two, or three, or four to finish. Armed and ready with a brilliant imagination, Davey's fun begins when he nods off into a series of spectacular Daydreams. In this overhead scrolling, dream-play cart for one, our dreamy hero is whisked to a variety of exotic places, including the Old West, Medieval Times, and Ancient Greece. Our hero battles it out against a host of villains, including the Paladin Knights and the raucous Angus gang. Sounds like dreamy adventure.

Available Now

Where In Time Is Carmen San Diego? (Konami)

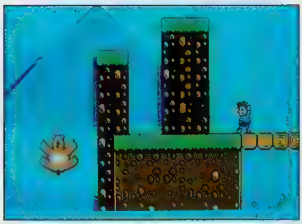
Crazy Carmen San Diego and her merry band of petty time bandits are century hopping through 1500 years of history, looting valuable period pieces as they go. In this exciting, not to mention historically educational game, your job is to trail Carmen and her cohorts and put a stop to their pilfering madness. Before you tackle the more than eighty missions, you must



first uncover relevant historical clues and question witnesses. You also get a handy hardcover desktop encyclopedia to help you in your investigation. Carmen and company make history lessons great fun!

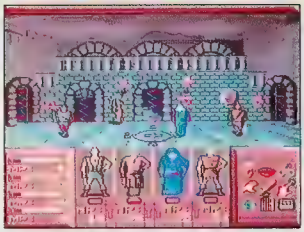
Available October '91

M.C. Kids (Virgin Games)



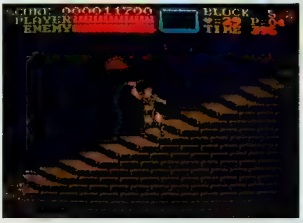
They're new, they're fresh, they're M.C. Kid and Mickey Dee, stars of a new two player action adventure cart entitled, M.C. Kids. There's big trouble in McDonaldland. The Hamburgler's heisted Ronald's bag of magic and, well, let's face it Ronald without his bag of magic is like a burger without fries! It's up to M.C. Kid and Mickey Dee to run, jump, duck, and throw their way through Mc-land and get that bag-o-tricks back! Familiar McDonaldland locals, such as the Grimace, the Fryguys, and the Professor, pop up throughout the game to lend a hand or offer advice. Aren't you hungry for a cool adventure like McKids?!

Available late Fall '91



Welcome to the world of "real-time" role playing, where characters actually interact independently of your commands. Your role in Drakkhen is to retrieve the eight missing Tears, mystical gems which harbor the forces of the universe. Armed and ready with weapons and more than 150 Magical Spells, you and your fellow Dragon-crusaders (a 4-member team) must search out and destroy the Dragon Princes and Princesses, as well as 100 other monsters, retrieve the Tears, and restore peace to the universe.

Available Fall '91



Konami's famous Dracula-bashing whippersnapper, Simon Belmont, is out to rid the Super NES video dimension of a horrific fanged foe – the vampire Dracula. Bigger and better than ever, Castlevania IV consists of 18 grueling stages, each of which is practically bursting off the screen with a myriad of creatures such as the People Eating Plants, Snakes, Walking Caskets, and attack-trained portraits?! Never fear. Simon's eight directional whip,

Continued on page 62.

TriFix

ARE YOU GAME ENOUGH TO TAKE ON THE TOWERS?

Eight colossal towers that almost crack the sky! You and Julius - the Alien Hybrid - are charged with the task of collapsing the alien towers. As Julius climbs and leaps across the face of each tower he is confronted by potent and very deadly adversaries. Their mere touch will cost you your life. Yet, somehow, you must reach the tower's top in order to detonate your powerful D-Bomb. Your courage, skill and determination will guide you to the summit of Castelian.

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which also serves as a grappling hook, as well as a slew of other health and strength giving items are close at hand. Can Simon rid the land of Dracula, once and for all? You'll just have to jump onto the Transylvanian trail and find out.

Available Fall '91

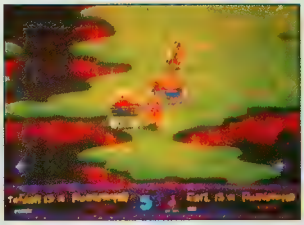
Genesis

Road Rash (Electronic Arts)

There are no laws in the Road Rash Jungle. Forget about going in circles on some wimpy track. In this insane, two-player motorbike racing simulation cart cum beat-em-up with ultra-authentic multi-scrolling graphics, you ride your mean machine over even meaner streets and roads. It's a free-for-all, which fists and feet are flying, as you have complete, unlimited access to the public roads in five, different locations – no coppers allowed! Dodge your way around enraged motorists, slow moving cows, and other bikes – 14 other equally crazy and competitive riders to be exact! There's no mercy on the streets of Road Rash

Available September '91

ToeJam and Earl (Sega of America)

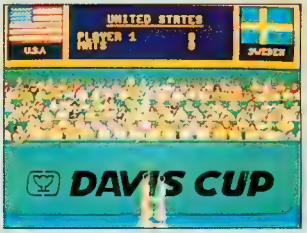


Just when you thought you'd seen it all! ToeJam and Earl, a couple of bumbling Laurel and Hardy-type aliens from the planet Funkatron, come crashin' into the video-world, ready and waiting to turn it every which way – and then some. This near perfectly cool cart features incredible music and sound effects, two-player, single and split screen cooperative play, and amazing claymation-like graphics. What's it all about? ToeJam and Earl are in trouble. They've crash landed their spaceship on Earth. The ship broke into ten pieces and is now spread out over 20 levels. Yipes! Equipped with Rocket Skates and Tomato Slingshots, the two must fend off angry earthlings, such as herds of nerds and maniacal dentists, as they chase around trying to recover the pieces of their ship, as well as raise their "coolness status" from Weiner to Supreme Funk Lord – the ultimate cool state of being.

Available October '91

TurboGrafx-16

Davis Cup™ Tennis (NEC)



You're going to fall in love with NEC's hot, hot, hot, new tennis title, Davis Cup Tennis. This highly sophisticated game features some of the greatest gameplay options, ever! There are six different types of exhibition play: singles, doubles, training, tournament, Davis Cup, and championship. Warm up by hitting balls with the automatic service machine. When it's match time, play one-on-one with the computer, two-on-two with a human opponent, or two-against-two in the mixed

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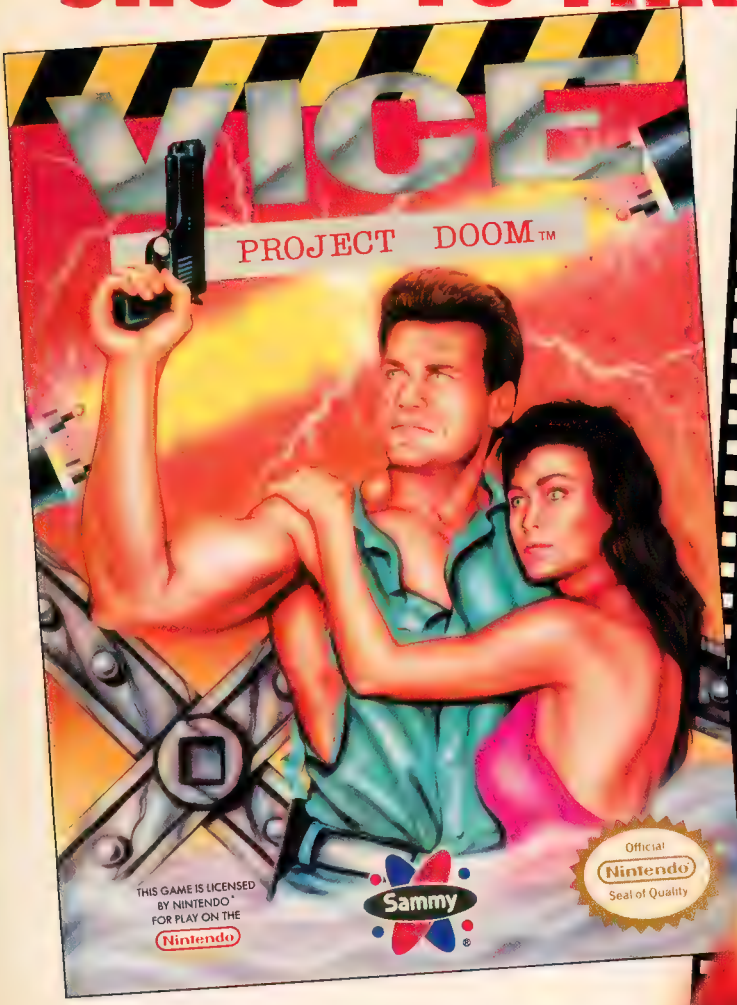
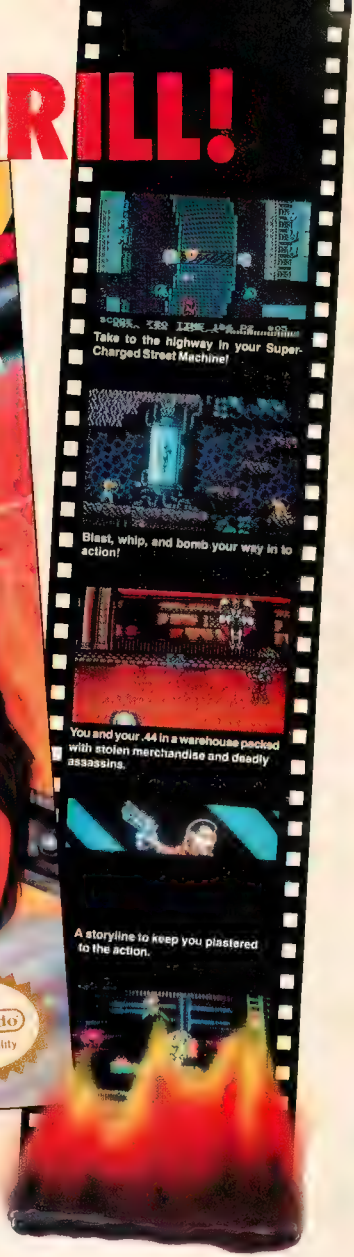
SHOOT TO THRILL!





Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.

A new force has risen and Hart finds himself plunged into a conspiracy of terror!!

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two human/two computer player mode. There are four court surfaces to play on (clay, indoor, hard, and grass), and each challenger has six different strokes. To top it off, you compete in a multitude of international tournaments (U.S., Australia, France, Great, Britain, and the Davis Cup). Set yourself up with a perfect match – go for Davis Cup Tennis.

Available September '91

Game Boy

Choplifter II (JVC)

Red alert! The CIA has just informed you, commander of the AH 90 Comanche he-

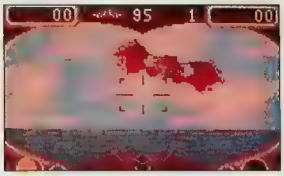
licopter, that Earth is under threat of total destruction; you've been elected to save the day. The two player (non-simultaneous) play of Choplifter II puts you through five awesome stages. In each stage you are required to not only destroy enemies, rescue prisoners, avoid land mines, and dodge ground-launched missiles, but you must also navigate a variety of treacherous terrains. You're an ace pilot, the question is...can you handle the ultimate helicopter-hell?!

Available September '91

Lynx

Turbo Sub (Atari)

As a Turbo Sub pilot your ultimate goal is to become Grand Admiral of the Turbo Sub Fleet. First, you must prove your worth, and it just so happens that your big chance is here. An alien spacecraft has sent a fleet of strange, futuristic ships to Earth. In this 16-level power-mission for one, you and your awesome Turbo Sub (a flying submarine) must promptly send those aliens packing by intercepting them with some less-than-friendly-fire. You start off with just one simple gun turret. However, you can purchase more powerful weapons, such as a multi-fire gun, Mega Bombs, and Range Missiles. Tough luck!



Your enemies (the Saucer, Galactopus, Electrosphere, and more) are laden with mega firepower, too! Look out below, and above! Here comes Turbo Sub!

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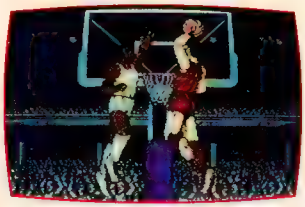
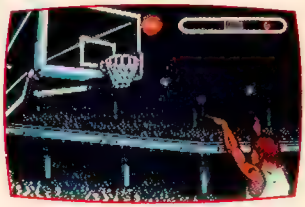
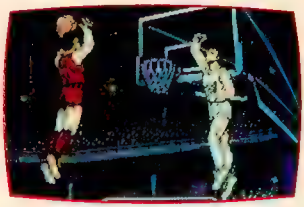


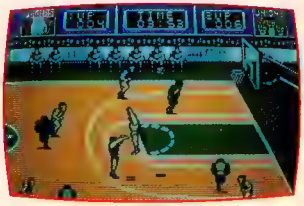
Zoom into the action



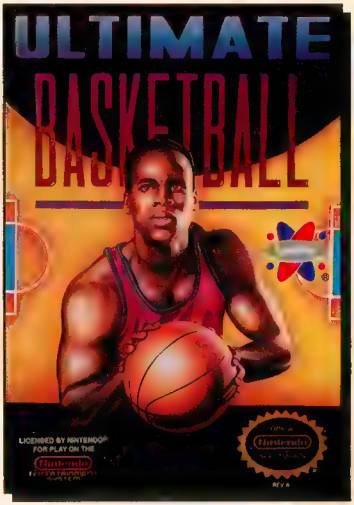
Be a part of the action–not just a spectator



See your shots–up close and personal



You control full court movement



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Rapid News

GamePro Hits the Airwaves!

That's right, campers...GamePro is now a national TV show! Hosted by J.D. Roth (of Funhouse fame), the GamePro show will air Saturday mornings in almost every major television market (Check the schedule on page 17 of this issue to see what channel in your area will carry the show). GamePro will have the same basic format as the magazine, so all your favorite features will be there: ProReviews, PreViews, S.W.A.T., Ask the Pros, ProNews, and the Cutting Edge. Each episode will be one-half hour long and packed with hot graphics, humor, and exciting coverage of the video game industry. The program will use a special "ultramatte" system which projects video game screens larger than life – so the show's hosts can walk right into the games in order to point out key things that shouldn't be missed. The first show airs Saturday, September 28th. Don't miss it!!!

J.D. Roth

Galoob Wins Round 1 vs. Nintendo

The Game Genie may materialize in the U.S. after all. A federal judge declared that Lewis Galoob Toys can make and sell its Game Genie device, a controversial add-on product which enhances and changes the playing conditions in NES carts. Galoob will have the right to market and sell the Game Genie in the United States as declared by Judge Fern Smith of the San Francisco District Court. Naturally, Nintendo isn't giving up quietly. Nintendo of America senior vice president Howard Lincoln "anticipates" appealing the decision and may ask the 9th U.S. Circuit Court of Appeals to prohibit the sale of the Game Genie while the appeal is pending. Stay tuned to GamePro (your Game Genie headquarters) for more on this earth-shaking story as it happens!

ASC's $250,000 Treasure Master Contest

American Softworks Corporation has announced the first-ever in-home software event.

This Fall, in conjunction with the release of their latest NES title, Treasure Master, ASC will award $250,000 in "fantasy" prizes to players of the game. In the contest, gamers must complete the first five worlds of the six-level game by March 14, 1992. On that date, at 12:01 pm EST, the Treasure password to the sixth level will be announced on MTV and Nickelodeon and it will be available by calling a special 24-hour Treasure Master hotline at 1-900-370-TREASURE. Once they enter the Secret Password, gamers will be able to unlock the sixth "Treasure World." When a player achieves an individual winner code which appears on the last screen of the game, they can immediately call Treasure Operators at 1-900-370-U-WIN to claim their fantasy prize – and it's first come, first served. Caller numero uno gets to name his reward! And check out these grand prizes:

- A Fantasy Sports Tour: You and three friends get the best seats in the house at any sports event anywhere in the U.S., all expenses paid, plus $5,000 in cash.
- A Personal Rock n' Roll Concert Tour: You choose the concerts! Best seats in the house! Meet the stars! Pocket $5,000 cash.
- A Fantasy Entertainment Center: You get a big screen TV, a state-of-the-art VCR, a stereo system, and a Super NES with 12 games.

Other prizes include 250 Super NES systems, plus poster and t-shirt consolation prizes. And everyone who completes Treasure Master by 12:01 A.M. EST, March 15, 1992 qualifies for consolation prizes.

The Genesis and Sonic, Too

You should know this: Sega has shaved the price of the Genesis down to $149. If it's still August, then you can get a free copy of Sonic The Hedgehog with your new system. This is in addition to Altered Beast which is currently packed in the Genesis

Free Sonic!

box. Beginning in September, Sonic The Hedgehog will replace Altered Beast as the free

ToeJam and Earl™ are trying to get away from the weirdest creatures in the universe.

game with the Genesis System. Beastie marches into the Genesis Hall of Fame.

Intense Gaming for the Lynx

Washington-based Intense Gaming has become a third party developer for the Atari Lynx. The company announced three titles slated for Fall 1991. Time Gates is a time trippin' game for up to four players. You'll travel through different portions of Earth's history by way of the Time Gates; the object is to get back to the present in one piece. Your choices aren't easy. Each scene will contain one to four Time Gates to travel through. Time isn't on your side. Driving Demons is a design-a-car-and-race-it game for up to four players that will include digitized scenery and hot drivin' tunes. Space Canyons is an up-to-four player space shoot-em-up. The cart paints action with a 3-D perspective as you challenge alien ships, black holes, asteroid belts, and other typical space fare. Keep going by refueling at space stations, if you can dock your ship. Space Canyons is scheduled for release in October, Time Gates in November, and Driving Demons in December.

National Video Game Museum

The National Video Game and Coin-Op Museum opened June 15, 1991 in St. Louis. The museum features 75 classic games from the past including "Humpty Dumpty," the first pinball machine with flippers; "Pong," one the first successful arcade video games; and "Gorgar," the first talking pinball machine. Admission to the museum is $3 for adults, $2 for kids under 12, and free for kids under 5. Each paid admission includes 4 free tokens.

Guardian Angels Take On the Genesis

Sega licensee Nuvision Entertainment is bringing that crime-stopping citizen's group the Guardian Angels to the Genesis. According to Ron Leong, Nuvision President, "Curtis and Lisa Sliwa (the Angels founders) and the Angels will have direct input into the creation and design of the gameplay." Players will use slint blitz raids, unique defensive techniques, and awesome martial arts to clean up a crime-ridden 21st century city. The Guardian Angels game will be ready to ship by first quarter 1992.

Earthlings.

NAMCO OFFERS 176 CHANCES TO WIN!

Here's a contest for all you GamePro trivia buffs-with a twist! We know you can nail these facts fast, so don't delay – you could be the winner of a new Sega Game Gear, the newest hit games from Namco, or lots of other swell stuff!

First you'll have to do some sleuthing! Find the Namco advertisement for their new Sega Game Gear titles – Pac-Man and Batter Up – in this issue of GamePro Magazine.

Have you found it? Read it carefully for helpful hints on answering these two trivia teasers:

1. How high can you jump to snag a fly ball in Batter Up?

2. List the colors of the four ghosts in Pac-Man.

Send your answers along with your name, address, phone number, which video game systems you currently own, your sex and your age to:

Pac-Man/Batter Up Contest
GamePro Magazine
P.O. Box 3329
Redwood City, CA 94064

Entries must be postmarked by September 30, 1991. Winners will be announced in the January 1992 issue of GamePro.

GRAND PRIZE
One Winner

One Sega Game Gear with link cable and adapter

Plus

Pac-Man and Batter Up cartridges

Plus

An authentic baseball jersey, cap and team t-shirt for the baseball team of your choice!

FIRST PRIZE
Five Winners

Pac-Man and Batter Up cartridges

Plus

An authentic baseball team t-shirt of your choice!

SECOND PRIZE
Twenty Winners

Your choice of either a Pac-Man or Batter Up game cartridge

THIRD PRIZE
Fifty Winners

An original Pac-Man t-shirt

FOURTH PRIZE
One Hundred Winners

Official Pac-Man buttons

Rules:

- No purchase necessary to enter.
- One entry per person.
- Employees of GamePro, Namco Hometek and their affiliates are ineligible to enter.
- Taxes are the responsibility of the winners.
- Void where prohibited, restricted or taxed by law.
- GamePro and Namco reserve the right to cancel this promotion at any time with appropriate notice.
- Winners names and prize information may be used by GamePro and Namco Hometek, Inc. for any promotional or advertising purposes without further compensation.

Check it out. ToeJam and Earl are two hip hoppin' aliens in a most serious jam. They're stuck on Earth. So keep your eyes and ears peeled for a couple of rappin' aliens gettin' busy in a new game. Only on Genesis. They'll be the ones getting chased by the mad dentist, the crazed shopper, a nerd herd and every other Earth-freak around. You can't miss 'em.

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Here's what's coming in October:

Fantastic Science Fiction Carts

For the NES:

Star Wars and...The Empire Strikes Back
Preview: Mike Tyson's Power Punch
Bucky O'Hare
Bill & Ted's Bogus Journey
Wurm

For the SNES:

Super Ghouls 'n Ghosts
HyperZone
Preview: The Rocketeer

For the Genesis:

ToeJam and Earl
StarFlight
Decapattack

For the TurboGrafx-16:

Silent Debuggers

For the Game Boy:

Battle Unit Zeoth
Battletoads
Turrican

For the Game Gear:

Devilish

For the Lynx:

TurboSub

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Hot at the Arcades

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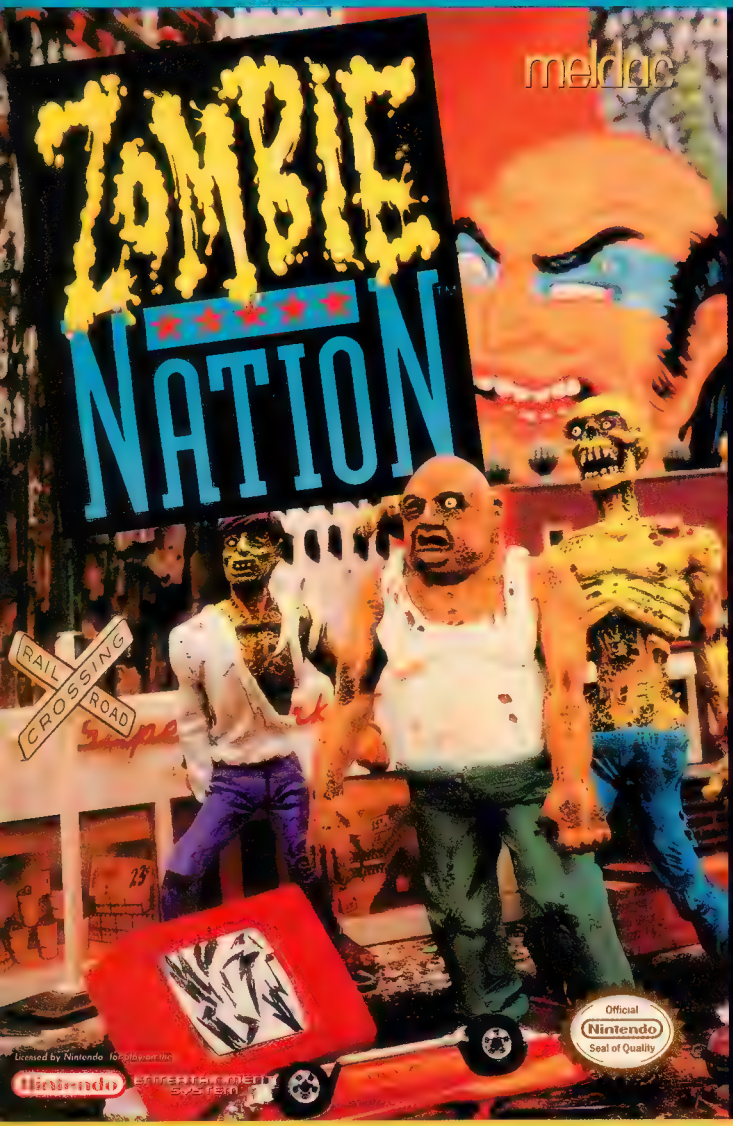
THE ZOMBIES ARE COMING!!!!



By I. C. GOOLS, Times Staff Writer

NEW YORK--What appeared to be a harmless meteorite crashing in the Nevada desert has turned out to be Darc Seed, an evil alien creature with horrible powers. By shooting strange rays, Darc Seed has turned the helpless nation into zombie slaves.

Mayor Heminhaw immediately called an emergency press conference where he read the following prepared statement. "I um, er,ah, I am doing everything, ah, er, humanly possible to see to it that ah, this situation er, um, this terrible situation ah, comes to a ah, ahem, a swift and , er, um, um, a swift and um, satisfactory close.

Ground Shaking NES Action

Zombie Nation is a ground shaking action/shooting game for the NES. The object of the game is to wreak total destruction on everything you see (it's a dark and dirty job, but somebody's got to do it). Meanwhile, you need to rescue as many zombie hostages as you can in order to gain enough strength for the ultimate showdown with Darc Seed (he's toast!).

Devastating Graphics and Pounding Sound

Zombie Nation's graphics are so devastatingly realistic you'll almost be tempted not to demolish them (yeah right!). And the relentlessly pounding sound effects will make you feel like you're right in the middle of the action hammering away at skyscrapers, mountains, and everything else that crosses your path. So don't just stand there like a Zombie, get your copy now!

Distributed by Meldac of America, Inc. 1801Century Park East Suite 2210, Los Angeles, CA. 90067 (213) 286-7040

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Bill & Ted's EXCELLENT VIDEO GAME adventure™

ALSO LOOK FOR BILL & TED'S MOST EXCELLENT GAME BOY GAME!

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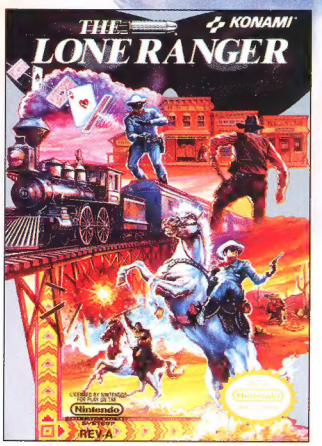
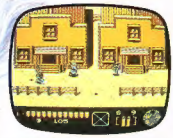
Play a Game With a Lot Of Horsepower.

Grab your six shooter and strap on a pair of high top spurs, because the Lone Ranger rides again. Only this time he's gunnin' for trouble on your NES.™ It's the wild west adventure your trigger finger's been itchin' for, with eight shoot 'em up stages that challenge you to rescue the President from the clutches of Butch Cavendish. Blast through ambushes. Search for treasure. And gunfight with varmints. Until you save the Head Honcho. Or get knocked off your high horse!





An overview of your dilemma.
The overhead screens are the ornerist of all, and the lead will really fly as you confront the west's wildest gunfighters. You'll also rap with friendly townsfolk who think they have all the answers. Be careful not to let any stray bullets bounce off innocent schoolmarms. That'll cost you important clues and put you within neck's length of the hangman's noose.

You ask HOW? I'll tell you, Kemosabe!
This in-depth guide screen leads you through 15 towns, four camps and numerous forts. To reach each location, you'll hop trains and ride your trusty horse Silver. Be sure to consult the map Tonto's drawn for you, or else you'll be chasing misleading smoke signals.

Ya gotta know when to hold 'em, know when to blast 'em.
One of the many challenges confronting you is the high stakes poker hall, where the card you draw is as important as the gun. Here you can make a mint or lose your mask.

When you need more bang for your buck, visit the gunsmith's shop. Just remember, your credits no good here. So grab all the loot you can from defeated train robbers. That way you can afford those expensive silver bullets.

KONAMI®

Different viewpoints help you through this multi-dimensional adventure.
When exploring 3-D railroad cars and mining caves you can get into deep trouble. Luckily you have the option of pulling the Zapper® or Konami LaserScope™ from your holster to make the bad guys bite the bullet. The 2-D side views are tricky areas. Often you'll meet a stranger who's willing to offer advice. Sometimes it's free. Sometimes it's mucho dinero.

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